PC GAMER

The World's Best-Selling PC and CD-ROM Games Magazine



On The CD!

16 Major Demos

- FIFA Soccer '96
- Stonekeep
- Beavis & Butt-Head

  Free 2
- The Riddle of Master Lu

## EXTRAVAGANZA EXTRAVAGANZA

**Top 40 Games of 1995** 

Joysticks, Speakers, Virtual Reality

20 Previews of the Latest Games

**Amazing Multimedia CD-ROMs** 

## In-Depth Reviews

Featuring...

**Crusader: No Remorse** 

FIFA Soccer '96

The Riddle of Master Lu

**Steel Panthers** 

**Magic Carpet 2** 

### **EXCLUSIVE**

The aliens come to life in Star Control 3! Get the inside story on the spectacular sequel to one of the best games of all time! Vol.2 No.12 December 1995

ith CD-ROM



imagine



The NEAR FUTURE looms ahead on the horizon like a toxic cloud. Knowledge is power. Technology is deadly. And the information highway is littered with ROADKILL. It's the world of Command & Conquer, the frighteningly realistic new strategy game from the creators of Dune II. Here, your quick thinking is REWARDED with victory; your INDECISION, death. You will choose your side. Build your bases. Gather resources. Attack enemy strongholds. And react as if your life depended on it. Because it does. Your WEAPONRY? Unlike any you've experienced before. Hoards of futuristic fighter craft. THUNDERING 50-gigawatt ion cannons. And the terrifying



Devil's Tongue flame-thrower. Your only ally? A constant barrage of satellite news reports from the front. But BE WARNED: One ill-planned ATTACK and you're a statistic. Command & Conquer. Two compact discs packed with real-time, right-now action, over 60 minutes of intense full-motion video, and a ton of JAW-DROPPING.

3-D rendered gameplay that'll take you headfirst into the thick of BATTLE. Now that's something even amateur WARMONGERS will appreciate. Just call 800-874-4607 to order direct or visit your nearest retail outlet. If you would like more information, please contact Westwood Studios on the Internet:

www.westwood.com

Product Information Number 256













# PCGA

VOLUME 2 NUMBER 12 • DECEMBER 1995

Cover Story

Holiday Extravaganza

'Tis the season to be jolly, and what could make you more jolly than a great, big holiday gift guide from your friends at PC Gamer? Join us as we take a look at the hottest games of 1995; review some of the best in hardware, from joysticks to virtual reality; and examine the coolest multimedia CD-ROMs we could get our hands on. All this, plus twenty previews of the newest games for the holidays, should keep you busy until the new year!

#### **Features**



Star Control 3

It's been several years in the making, but Accolade is finally bringing us the next chapter in the Star Control saga with Star Control 3. Will it be as big a hit as its predecessor? Find out as Tom McDonald goes behind the scenes of this long-awaited sequel.

#### **Features**

#### The Treasures of Sierra On-Line

It's the biggest, baddest PC gaming company in the world. But how did it get there, and where are they going? Steve Poole examines Sierra's recent history and gives us a tantalizing look at what they've got in the works for 1996.

THE TREASURES OF

#### Scoops!

The future needn't be a thing to fear. Gaze into our crystal ball for a glimpse of things to come.

#### 52 Pax Imperia 2

The creators of Warcraft take us into the final frontier with a sprawling game of galactic conquest.



#### 65 Nemesis

Its subtitle says it's "A Wizardry Adventure." What else do computer roleplayers need to know?



#### 73 Wooden Ships and Iron Men

After too long a dry spell, the age of buccaneers and broadsides returns to the PC with the first serious age-of-sail wargame in almost a decade.



#### Reviews

"We loved it. It was much better than Cats."

- 3-D Ultra Pinball for Windows
- 8 Battle Beast
- Capitalism
- **Chaos Control**
- Crusader: No Remorse
- Dagger's Rage
- **Dust: A Tale of the Wired West**
- **Empire II: The Art of War**
- Endorfun
- FIFA Soccer '96
- 260 Furv<sup>3</sup>
- 255 In The First Degree
- **Magic Carpet 2**
- **275** Monopoly CD-ROM
- NHL '96
- Panthers in the Shadows
- PGA Tour '96
- **Primal Rage**
- The Riddle of Master Lu
- The Skins Game at Bighorn
- Silent Steel
- Solitaire Deluxe for Windows
- **Steel Panthers**
- **Under Pressure**
- Werewolf vs. Comanche
- **Wingnuts**

#### **Disc Pages**

#### **Getting to Know Your Disc**

Whether your demo is the one-game floppy or the CD-ROM Edition, this is where you'll find all the info you





#### **Departments**

Industry News, Game Previews, the PC Gamer Playlist, and more.

#### **Extended Play** T Liam McDonald

Tom looks at some newly enhanced CD-ROMs and interfaces with his computer.

### The Learning Game Heidi E.H. Aycock

When Heidi's wishes are granted, it means superb software for children of all ages.

#### Lupine Online

Leave it to Scott to find the wackiest web sites out there, just in time for the holidays.

#### Perinheral Visions

Dan looks at the SideWinder 3D Pro, the first joystick from the people who gave us DOS and Windows.

#### Alternate Lives

Trent C. Ward

Could computer RPGs be smarter? Our roleplaying guru looks at advances in Al.

#### The Desktop General William R. Trotter

The General looks into the confusion surrounding wargaming giant Avalon Hill.

#### Sim Column

If you thought 1995 was a slow year for simulation games, Lee has good news.

#### Tim's Tech Shop

Tim Victor

Tim takes a look at the ins and outs of digitized, full-motion video.

#### Strategy Central

There's something for everyone this month, with tips on Origin's Crusader: No Remorse, Prisoner of Ice, Tyrian, and more.

When snow blankets the land and roving bands of carolers menace the neighborhoods, it's nice to hear from your friends.

#### Next Issue

Good grief! What will they think of next?

#### Subscription Information

Detailed information on how to get PC Gamer delivered straight to your happy home.

Semmi (524-108) guidelind mouthly by Insejan Publishing Inc., Salar 211, 130 Old Beyahom Helyhows, Bufuryama, CA 9011. Sexond-class proteings prospected deributions in handed by the Curtic Discission Conyuny. Subscriptions Conyuny 112 issued IUS (5805. Caracle. 50335. C

**Bulk Rate** U.S. Postage Paid South Florida Facility Permit No. 960



## Greed

Whoever said "It's better to give than receive" must've gotten a lot of underwear and ugly ties for the holidays. One thing's for certain; he didn't get a really good game or gadget for his PC, or he wouldn't be so confused about this whole giving-getting thing.

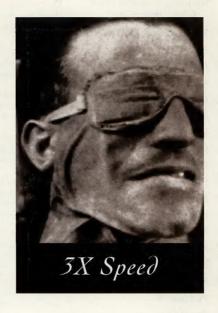
We called our Holiday Extravaganza a "gift guide," as if you were going to study it carefully and find the perfect present for each of those friends and relatives who love computer games. But you're the PC Gamer reader. We know when you check out our cover feature, you'll be doing the same thing we did when we wrote it putting together a holiday wish list you can Xerox and give to all your loved ones.

You've been good all year; now's the time to ask for that new joystick.

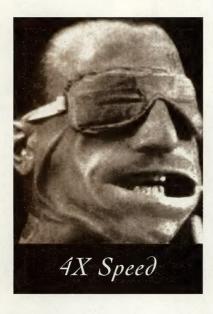


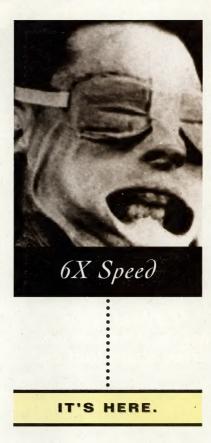
Photo credit: U.S. Navy air blast test, 1949/Courtesy UPI/Bettman





INTRODUCING THE NEC MULTISPIN®
6X CD-ROM READER. Once again, the leader in
CD-ROM technology has broken the speed
barrier. With a blazing 900KB/sec transfer rate
and 145 ms access time, NEC's 6X readers have taken
multimedia to an all-time high. Suddenly, you'll experience
smoother video and animation than ever before. As well as





databases and business software that run faster than you imagined possible.

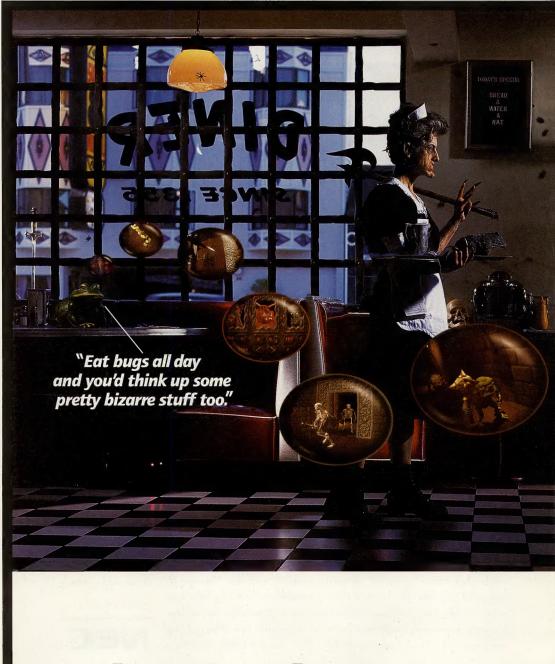
Of course, our internal and external MultiSpin 6X readers come with all the extras you'd expect from NEC. A two-year limited warranty. Mac and PC compatibility. Unparalleled 1-800 number support. And NEC's exclusive onscreen interface that makes your reader easier to use. Even better, our interface kits not only come with SimpleStart™ software, they actually turn "Plug and Play" into a reality. For more about our new 6X readers, just call 1-800-NEC-INFO.

SEE, HEAR

AND FEEL THE

DIFFERENCE:















Here's a switch. An RPG where

you play the monsters (plenty of 'em).

The fair-haired, blue-eyed heroes

try to steal your treasure. You manage

the dungeon (first or third person

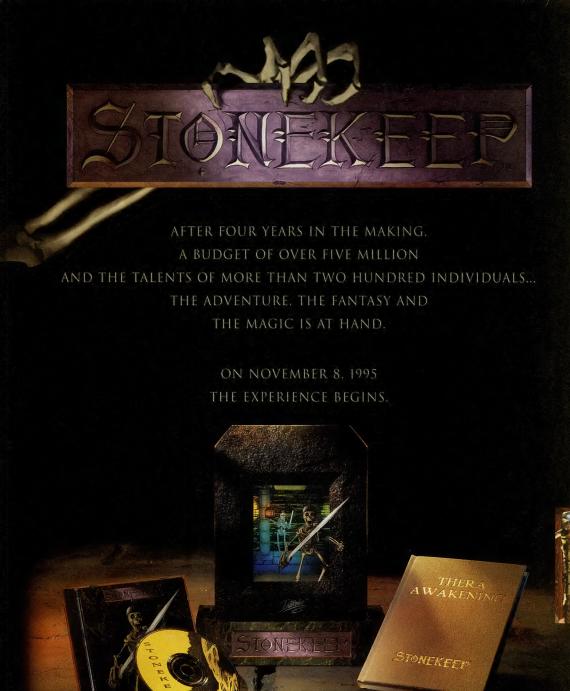
point of view) and hunt them down.

Then maul them. It's even 8-player

networkable. Happy feasting.

Product Information Number 124







Step into the mystery of Stonekeep and begin a quest through dark corridors, treacherous sewers and subterranean realms of fairies, magic and the living dead. You'll discover a world where darkness reigns and where you become part of an in-depth storyline that unfolds at your command. Defeat evil. reclaim your immortal soul and experience the adventure that is Stonekeep,

that anything you've imagined. Using innovative new technology. Stonekeep draws you into its dark

> reaches so completely you'll forget it's just a game. Your hands will wield weapons of metal and magic. You'll battle disembodied foes, rescue your allies from evil liberate a massive dragon frombondage and discover an

in a very special, limited-edition It also includes the first chapter in the

Interplay's slogan and Stonekeep is to play. It looks fantastic, sounds great

and tells a really good story. It's one of those games you'll stay Basically, it's just a whole let of



Hollywood special effects, heart-pounding music and 3-D effects will draw you into this epic adventure



# Handle this month's CD with care — it's nearly bursting with Gaming Goodness.™

e re always excited (Beavis & Butt-Head) when we can find the very finest (Beavis & Butt-Head) playable demos to put on the CD. So it seems especially fitting that we top off a great year of demo goodness (Beavis & Butt-Head) with one of the most surprisingly enjoyable adventures (Beavis & Butt-Head) to come our way all year.

Of course, we're referring to Beavis & Butt-Head by Viacom. That's not the only great game on this CD, though. FIFA

Soccer '96 by EA, Fury<sup>3</sup> by Microsoft and Stonekeep by Interplay are just a few of the many great demos we have in store.

And remember, those of you who still haven't joined the CD-ROM generation: This will be the last issue to offer a 3.5" diskette, even to subscribers. Sorry, but it's become pretty damn rare to find a quality demo that fits on a single diskette. As a fitting farewell to the floppy, though, we have Screamer by Virgin Interactive, an ass-kicking high-speed racing sim. Check it out on page 46.

Since we're always happy to extend

the life of your existing favorites, we have a collection of bug patches, as well as extra *Doom II, Heretic*, and *Descent* levels. And to get you dialed in to even more gaming sources, we have the front-ends to both *America Online* and *PlayNet*.

These Disc Pages will help you get started on *The CD*, describe what the games are about, and provide requirements, hints, and other helpful into. So before you jump into a demo, give these pages a review. They're here to help you enjoy the games to their fullest.

## **Getting Started**

#### The CD Requirements

Minimum Requirements: 386SX; SVGA (640x480x256 colors); VESA driver

We Recommend: 486DX2/33; Double-speed CD-ROM Drive; Mouse

These requirements are for loading *The CD* only. Each game demo will have its own additional requirements — so be sure to read the info for each demo carefully! And for you techie types, please note that *The CD* will perform much faster with SmartDrive loaded.

#### Quick Start: The CD

If you're familiar with DOS, configuring your system, and all those fun things that make PC gaming such an adventure, getting started couldn't be easier. But if you need a little help, here's what you need to do:

- Insert The CD, and change to your CD-ROM drive by typing D, where D is the name of your CD drive, and the Enter key at the DOS prompt. If you're in Windows, close out of it (ALT-F4) and exit to DOS.
- 2. Type *PCG*, and press Enter.
- 3. You're now inpour point-and-click front end, where you can look through the text files and help screens for specific demo requirements. If you have any problems installing a game, proceed to the next column, "Manual Installation."

#### Manual Installation

In the event that our front end for *The CD* doesn't load or run properly on your system, you can still install each game, bypassing our front end all together.

To manually install a demo, take a look at the Command Box located in the upper-left corner of the following page. This box contains a list of demos along with their directories and installation commands.

To get up and running using the Command Box, first switch to *The CD*, then change to the appropriate directory by typing *CDIOIRECTORY*, where *DIRECTORY* is the one listed in the Command Table next to the game you're trying to install. Once in the appropriate directory, type the *Install Command*, then press *Enter*. For example, to install the *IFIFA Soccer'* 96 demo:

Type CDIFIFADEMO and press Enter.
 Type FIFADEMO and press Enter.
The game will then be installed on your PC.

The CD is manufactured by ASR.

Before pressing, it is rigorously tested and certified virus-free.

#### If Nothing Works...

We cannot provide technical and customer support for problems you may encounter with the many different demos and patches on the *PC Gamer CD*. Should your copy fail to run at all, with error messages that indicate your CD-ROM drive cannot read the disc, return it to the following address for replacement:

PC Gamer The CD #13 Replacement 1350 Old Bayshore Highway Suite 210 Burlingame, CA 94010

Please do this within the first two weeks after receiving the PC Gamer CD. If you're a subscriber, you don't need to mail us The CD, but if you purchased the magazine on the newsstand, please include it. Also, indicate any error message you receive.

Game	Directory	Installation Command
FIFA Soccer '96	\FIFADEMO	FIFADEMO.EXE
Beavis & Butt-Head *	\B&B	BBGAME.EXE
Fury <sup>3</sup> *	\FURY3	SETUPX.EXE
		or FURYX.EXE
Stonekeep		INSTALLEXE
The Riddle of Master Lu	\RIDDLE	INSTALLEXE
3D Table Sports	\TABLE	INSTALLIEXE
<b>Battleground Ardennes</b> *	\BGA	SETUP.EXE
Screamer	SCREAMER	SCREAMER.BAT
Endorfun *	VENDORFUN	ENDORFUN.EXE
Chronomaster	\CHRONO\INSTALL	INSTCHRO.BAT
Abuse *	VABUSE	INSTABUS.BAT
Josephine *	JOSEPHIN	JOSEPHIN.EXE
Unnecessary Roughness	WR96	INSTALL.EXE
3D Ultra Pinball *	WPINBALL	SETUP.EXE
Dagger's Rage	\DAGGER	DEMO.EXE
Entombed *	ENTOMBED	SETUP.EXE
America Online *	\A0L	FULLDIAG.EXE
PlayNet	PLAYNET	DOOM1N2 & HERETIC
Descent WADS	DESCENT	
Heretic WADS	VHERETIC	
Doom WADS	/D00M	
Bug Patches	<b>VPATCHES</b>	

\* = Must install through Windows. Beavis & Butt-Head and Josephine: Portrait of an Assassin require Windows '95.



#### How to use the Front End

- Table of contents. Click on the program you wish to run your selection will be highlighted.
- Once a title is selected, this will give a briel description and system requirements for the program.
- The PCG Logo. Click here to return to the welcome screen at any time
- The Icons when highlighted, the following options are available:

INSTALL — Choose this to install the program to your hard drive, and to set up program options.

PAUN — Click here to run the game from The CD.

MOTES — Select this icon for more information on each program.

HELD — This icon offers basic information about the user interface.

EMIT — Chek on this one, and it's back to DOS City.

## Free Demos!

Newsstand buyers now have the choice of purchasing either the CD-ROM Edition of PC Gamer for \$7.95, or PC Gamer without a CD-ROM or floppy disk for \$3.95. If you purchase the edition without any disks, you can still get free game demos; all PC Gamer readers have the opportunity to get demos and other goodies in several different ways:

 You can download demos and other cool stuff from our World Wide Web site at http://www.pcgamer.com on the Internet.
 You can mail us the envelope that's bound in this issue. The order form on the envelope gives you many options:

 Get a HD disk (The Floppy) mailed directly to you for just \$2.95 shipping and handling.

Get a CD-ROM disc (*The CD*)
 mailed to you for just \$5.95 shipping and handling.

 Subscribe to PC Gamer with CD-ROM discs (The CD) for \$47.95.

Note to our readers:

The Floppy (HD disk) will be discontinued as of our January '96 issue. Subscribers currently getting the Floppy Edition will be switch to the CD-ROM Edition.

## And the PC Gamer Web Site!

You can access our site at http://www.

you can acces pcgamer.com either via an Internet account or through one of the major online services, such as America Online, GEnie, or



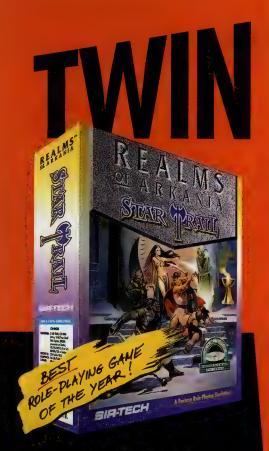
Prodigy. Check out the game demos, our special Strategy Plus section, and more!

#### Screamer

Company: Virgin Interactive Phone: (714) 833-1999 Refease Date: Available Now Category: Racing Required: 486/66; 8MB RAM Install: \SCREAMER\SCREAMER.BAT



For more info on Screamer, turn to page 46...



#### STAR TRAIL

PC Gamer "Best Role-Playing Game of 1994"

CD-ROM Today

"Best in Entertainment: Fantasy Role-Playing Game of 1994"

Computer Gaming World Finalist, "1995 Premier Awards"

Strategy Plus Magazine "Best Multi-Character CRPG of 1994"



... and many more International Awards



#### **JAGGED ALLIANCE**

NEW HEIGHTS IN MULTIMEDIA

"Although it is truly a genre-busting product, it does fit into one category: Must-buy!"

RATING 華嶽嶽嶽道

Jeff James, Computer Gaming World



"HIGHS: An utterly engrossing experience.

PC Gamer



"Superb turn-based mercenary action and great role-playing, all in one package. If you like strategy, you'll love this game."

VALUE \* \* \* \* \* Electronic Entertainment

for the dealer nearest you call: 1-800-447-1230. Ask for operator 22. Available on CD-ROM.

## SIR-TECH

P.O. Box 245, Ogdensburg, NY 13669 Tel: (315) 393-6633 Fax: (315) 393-1525

Realms of Arkania ond Jagged Alliance are registered trademarks of Sir-teck Software, Inc. Rooms of Arkania is manufactored and distributed under license by Sir-teck from Attic Entertainment Software, frontosy Productions and Schmidt Spiel + Freizeit GmbH. Other trademarked names are the property of their individual awaes.

## FIFA Soccer '96

Company: Electronic Arts Phone: (415) 572-2787 Release Date: Available Now Category: Soccer Sim Required: 486DX2/66; 8MB RAM; 512K SVGA Install: \FIFADEMO\FIFADEMO.EXE

ust when you were convinced that it couldn't get any better than FIFA International Soccer, a 1994 PC Gamer Award winner, along comes FIFA Soccer '96. Using their new virtual stadium technology, Electronic Arts has improved on an already great game. You can watch the game from just about anywhere in the stadium, and the views change to follow the action. The commentary is just as thrilling, and the gameplay is as smooth as ever with some fantastically modeled players.

This demo will let you pit your skills against either Brazil or Italy, but you can still scroll through the different teams to see what the full version has in store. You'll have one two-minute half to see just how good a player you are.

There are several camera views to choose from, as well as many gameplay options such as skill level, turning fouls on and off, and setting whether or not your players can be injured during gameplay. You can access these controls through the menus presented to you when you start a game.

We recommend using a gamepad for control. Use button one and a direction to pass, and button two to shoot at the goal. Keyboard controls consist of the directional and shift keys. Press and hold Alt and a direction to pass, and press the spacebar to shoot. Pressing

#### CHALLENGE

Even virtual soccer isn't an easy sport, as this demo will prove. In two minutes, we were able to score a mind-boughing three als against the computer. But of course we're professionals.



Control or A will lob the ball up the field, and if the ball is in the air, the spacebar will make your player bicycle-kick or head the ball. Check out the README file in the \FIFADEMO directory on the CD-ROM for more information.

Select the different camera angles by hitting the Escape key during play, and use the menu to choose how you want to watch the action (see sidebar). Or you can use the function keys to cycle between the different views. We've found that the Tele angle gives you the most comprehensive view of the field.

We thought this game was so cool, we gave it an Editors' Choice Award. Check out our review of this hot title on page 207.





## **Beavis & Butt-Head**

Company: Viacom NewMedia Phone: (303) 339-7114 Release Date: Available Now Category: Graphic Adventure Required: 495/33: RMB RAM; VLB Video Card; Mouse; Windows 95 Install: V38\_BYBGGAME.EXE

es, it's true. You no longer have to stay up late watching MTV to experience Beavis and Butt-Head at their finest; now they've come to you through the miracle of modern technology — and the grace of Viacom New-Media. You'll lead the dynamically demented duo in their quest to become part of Todd's gang. And let's not be judgmental. Wouldn't we all like to be part of Todd's gang, deep down inside?

You control the two using the mouse. Right-click to bring up the cursor selection, and choose between walking, talking, looking, using, and inventory.

Just hold the right mouse button down and place the cursor over your choice. You can access your inventory either by clicking the lunchbag icon, or by hitting the spacebar. For more detailed info on the easy to use interface, check out the online help.

Spend time looking around. Part of the charm of Beavis and But-Head is their astute observations of the obvious. Your first goal will be to get out of class so you can go meet Todd and try to join his gang. To do this, you'll need to get past the teacher, Miss Dickie (heh heh heh... Dickie).

A bonus in the full game is a collection of mini-games within the adventure proper. An example of this, Hock-A-Loogie, is included in the demo. When you manage to get Beavis and Butt-Head to the roof of the school, you'll be able to hock loogies over the side of the building at the principal, bicyclists, paper airplanes, and even a squirrel. Use the mouse to move your chosen character back and forth, and fire off your loogies with the left mouse button. The longer you hold the button down, the farther you'll spit. There's a gauge on the left of the screen that moves up to help you judge distances. When you've hit ten objects, you'll gain a Mega-Loogie - an impressive specimen of phlegm summoned from deep within Beavis or Butt-Head. Hocking one of those phlegm balls on Principal McVicker would be, like, heh heh heh, cool.

The demo ends before you get to leave the school grounds. Don't despair, however. There's plenty to find and laugh at in this entertaining demo. In the full version of the game, you can expect to explore Beavis and Butt-Head's hometown of Highland during their touching quest for acceptance.





Start Counted to Pert Stop Pol MSCOCS Pol. [1 december 8 B. Screen Trief] 1 200 AM

To mast time you thereof to (1.6 gr. 2) 1 2 200

To mast time by first using the symptopological.



or Butt-head, but he means wen

14 PC GAMEN December 1995

Introducing the ultimate)

FIGHTING MACHINE"

This is the world's first-and fastest-digital, multi-button, multi-player

PC-game system. This is PC-gaming the way you've always

wanted it. With unbelievable, arcade-like speed, control, and power.

FIGHTING MACHINE" includes the Gravis GrIP MultiPort"

PC Game Interface



and two GrIP-Pad" 8-Button Controllers.

experience Mortal Kombat"

and Savage Warriors" with these babies. Get the FIGHTING MACHINE"

and prepare yourself [FOR THE NEXT CENTURY OF GAMING]





## THE MOST POPULAR SPACE STRATEGY GAME EVER IS NEW FOR 95!

NOW PLAYS ON WIN 95!

> INTERCOLONY TRADING

> > MONORAIL SYSTEMS

IMPROVED AI AND MORE!





#### BUILD MANKIND'S FUTURE IN SPACE

Iter the Earth is destroyed by a catastrophic event, you're responsible for rebuilding civilization on another planet. No pressure. Where you go, and if you survive, is totally up to you. There's a galaxy of possibilities.

Outpost puts you in control of the most comprehensive strategy simulation ever developed for the PC. With Version 1.5, you'll get versatile new features. Transport mined ore to the smelter on new Monorail Systems. Establish diplo-





matic relations with other colonies to conduct InterColony Trading. Utilize Improved Artificial Intelligence to macromanage your colonies with multiple AI managers—everything you need to recreate the old comforts of home.

Based on NASA research in planetary science, robotics, terra-forming, and interstellar spacecraft design, the compelling reality of Outpost will inspire you to make the best decisions for the destiny of mankind. So don't blow it.

SEE YOUR LOCAL SOFTWARE RETAILER OR CALL 1-800-775-7707 TO ORDER DIRECT CHECK US OUT ON COMPUSERVE, AOL, OR LOG ON TO DUR WEB SITE AT http://www.sera.com



# Ripley's Believe It or Not: The Riddle of Master Lu

Company: Sanctuery Woods
Phone: (415) 286-6110
Release Date: Aveilable Now
Category: Graphic Adventure
Required: 486/33; 8MB RAM; Windows 3.1 or
higher; SVGA

anctuary Woods introduces their first graphic adventure with The Riddle of Master Lu, starring the "incomparable, inimitable, illimitable, inestimable introducer of immeasurable, incalculable and incredible impossibilities," Robert Ripley.

It's 1936, and Robert Ripley, known for introducing the world to amazingly strange facts, discovers that someone has broken into his Odditorium, a museum dedicated to his bizarre finds. He traces the source of the break-in to China, a nation struggling through a war with Japan as well as a civil war between Chiang Kai-shek and the Communists. Ripley finds out that during the reign of Shihuang-di, the first Emperor of China, the Emperor's most trusted advisor - the eponymous Master Lu devised a riddle to keep the Emperor's great seal safe in the Emperor's long lost tomb. It's said that anyone who can recover the seal will have great power over the people of China.

Ripley becomes obsessed with finding the seal — not only for its archeologiical value, but because it will create massive revenue for his Odditorium, which is nearly out of money. Your job is to lead the adventurer in solving the ageold riddle, recovering the seal and not

#### HINT

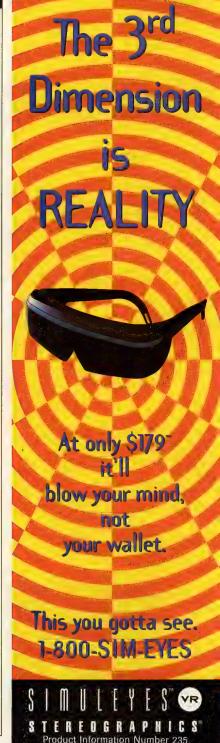
Y.

Ye tambegger to fit tallow you around it go difficult to work when he keeps yellow. This fit tallow you around it go difficult to work when he keeps yellow. This fit tallow you end to find a way to a strong from the likes to collect metal for the black swith, so, if you can get the helmachronithe of blacks with so, if you can get the helmachronithe of blacks with so, if you can get the helmachronithe of blacks with so, if you can get the helmachronithe obligator that Putthe helmachronithe on the awmost of the blacks with a shop, as of the riyou can be relied your promises workfork worrying as burely one head joining these.

only saving China from the clutches of evil men, but also helping provide the populace of America with strange and bizarre artifacts from around the world. And how can that be a bad thing?

The demo contains a small portion of the massive game. You'll marvel at the tastefully digitized video and the ultra-realistic background art. With a script written by Lee Sheldon, an experienced screen-writer on such shows as "Charlie's Angels," "Quincy," and the third season of "Star Trek: The Next Generation," the storyline and dialogue are no slouches, either.

The demo opens after Ripley and his partner/bodyguard Mei Chen travel to Peping to find more information on the Emperor's seal. In order to receive the information, however, they must enter the Hall of Classics. It's your job to get him there. Good luck! For more on Master Lu, check out the review on page 244.



## StoneKeep

Company: Interplay Phone: (714) 553-6678 Release Date: Available Now Category: Role Playing Required: 486; 8MB RAM; VGA; Mouse Install: VINSTALLEXE

en years have passed, and you return to the place where a proud castle once stood. You remember the day the blackness came and stole the life from every being in the keep. You were protected and spirited away as the darkness closed in. The screams of the dying people echo in your ears as you remember the monstrous figure rising above the very walls of your old home, magick crackling from its finger tips. The keep sank into the depths of the earth, never to be seen again. Now you stand at the edge of a

> huge chasm. At the bottom of the pit lies your home.

> > Suddenly, a light emerges from the darkness, and tells you of a way to restore what once was. Shedding your mortal shell, you descend into the pit, seeking the destruction of the one who

and you mourn

its loss

took all you knew. So begins StoneKeen an involving firstroleplaying game from Interplay. You'll wander mazes, meet allies, and battle all kinds of fierce monsters. You'll discover the

power of magick and the strength of steel as you make your way through a twenty-two level labyrinth on the way toward a final confrontation with Khull-Khuum, the Shadowking. Not only will you need to fight for your very survival, but you'll have to discover artifacts and solve a multitude of puzzles to reclaim



You can use your reflection in the magic mirror to arm yourself with a variety of weapons



your birthright.

You move through the keep using the arrow keys for direction. The rest of the interface is all mousecontrolled: the left mouse button controls your character's left hand, and the right button the right hand. So when fighting, clicking the left button will punch with the left hand, or use the weapon in that hand.

To access your inventory, move the cursor to the middle right of the screen; a

scroll icon will appear. Clicking on this will open your inventory scroll, as well as show the mirror where you can access the things you're wearing and the weapons you're holding. Once you find the journal, you can access it by clicking the upper-left corner of the screen. The journal will let you identify objects vou've discovered, automap areas you've explored, keep track of any clues you come across, and allow you to make notes of your experiences.

In the main playing window, the mouse controls several actions. When the cursor is a cross, clicking a mouse button will either punch or strike with the weapon in your hand. Most creatures have a weak spot, and they'll suffer more damage when you stike them there. Since your blows fall on the spot your cursor covers, you can aim for these tender areas during battle. (Hint: On goblins, the tender area is around their neck.) You can also sift through debris on the floor with this technique, finding all manner of useful items in what may seem like piles of garbage. When the cursor is a grabbing hand, a left click will pick up the item and you



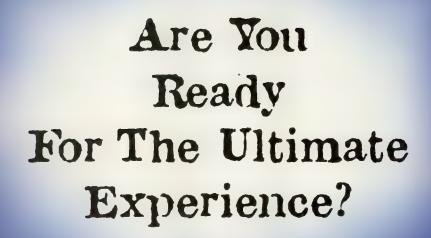
When you're running low on life, try to find this fountain of healing. Drink a few scoops of this pink liquid, and you'll feel good as new



track of your progress through Stonekeep.

can place it in inventory or one of your hands; a right click will put it directly in your inventory. The cursor will also become a pointing finger to push a button, or a pulling hand to operate a lever.

This demo allows you to explore the first two levels of the game. With its seamless interface that takes only seconds to master, and an involving storyline full of puzzles and clues that make the experience more than just a mazemapping exercise, StoneKeep has the potential to become one of the most engrossing and entertaining RPGs we've seen in quite a while.



# Introducing The Ultimate 3D

Five Next Generation 3D games designed specifically for 3D Blaster.



#### Flight Unlimited

This incredible flight simulator from Looking Glass Technologies, Inc. features 3D, texture mapped scenery and flying motion so real you'll want to fasten your seat, belt for takeoff.



#### NASCAR

This is no Sunday drive!
NASCAR racing, from Papyrus,
is the real thing. Strap yourselfinto a stock car and experience
pure, beart-pounding, humper to
bumper racing.



#### Hi-Octane

Sick of your commuter Take out your frustrations in Bullfrog's combat racing game HI-CV.TANE. In a heavily armed boveran, one surrong more decides who is roadking and who is roadking and who is roadking and who is roadking.



#### Rebel Moon

Defend your state against attacks from enemy forces. Rebel Moon from Fenris Wolf delivers stunning sci-fi game play with 3D effects that come at you from all directions. Exclusively on 3D Blastei



#### Magic Carpet Plus

Fight to restore realms that have been annihilated by catastrophic events. With anazing 3D graphics and arcade-like action, your Magic Carpet, from Bullfrog, awaits you.

And that's not all.
Watch the shelves for
an avalanche of
3D Blaster-compatible titles.



# 3D Blaster

Gaming Experience.

Tired of games that play in slow motion? Tired of pixels the size of boulders? Tired of 8-bit cartoon colors?

The PC 3D Standard Get 3D Blaster from Creative Labs. It will blast you with full color, hi res,

3D graphies that fly across

your screen at light speed Games have



graphics performance that you simply can't get on a 486 VL-Bus system without 3D Blaster. In fact, you'll

new life with rock solid 3D



get twice the graphics performance of today's fastest PCs. What's more, it will crank your 2D Windows 95 applications into high gear.

And don't worry. 3D Blaster was born to run on Windows 95, Windows 3.1 and DOS systems. And it's fully Plug n Play compatible—so just plug and play.



Tired of being left behind? Then

upgrade your computer with 3D Blaster, the dard in PC 3D



CREATIVE

CREATIVE LABS, INC.

# 3D Blaster The PC 3D Standard.

#### Full Speed

3D Blaster delivers the new standard for 3D graphics performance.

#### Technospeak

- 2 BILLION dedicated graphics operations per second
- Processes up to 850,000 polygons per second
- 25 MILLION pixels rendered per second
- Real-time frame rates
- Lightening fast VRAM

#### Gamespeak

. It's quick. Real quick.

#### Full Color

3D Blaster delivers a new standard for image quality.

#### Technospeak

- 8 16 and 24-bit
- Industry-standard Inverse Texture Mapping
- Advanced alpha-transparency and fog Pixel perfect perspective correction
- True Texture anti-aliasing

#### Gamespeak

It's gorgeous. Drop dead gorgeous.

#### Full Screen

3D Blaster delivers the new standard for visual realism

#### Technospeak

- Resolutions up to 1024 x 768
- · Hardware Z-buffer & double-buffer VRAM
- 2 MB dedicated graphics memory

#### Gamespeak It's awesome.

Totally awesome

#### Full Blast

It all adds up: You need 3D Blaster, the new 3D standard for the PC

#### Technospeak

- Windows 95, DOS, Windows 3 1 compatible
- Plug and Play support
- 2D Windows acceleration
- Next generation bundled games

#### NASCAR Magic Carpet Plus

Flight Unlimited Rebel Moon Hi-Octane

#### Gamespeak

It's killer Totally Killer.





CREATIVE LABS, INC.

### Abuse

Company: Crack dot Com Phone: (800) 810-0022 Release Date: Available Now Category: Arcade Platform Shooter Required: 386SX; 4MB RAM; VGA; Mouse; 6.5 MB hard-drive space Install: \ABUSE\SETUP.EXE

here's not a whole lot of story behind the game Abuse. But with stunning graphics, smooth play control, and lots of nasty monsters to kill, this looks like one of the best platform shooters we've seen since Blackthorne. And with a foundation like that, who needs story?

Your goal, basically, is to kill everything in sight and get out alive. You move your character with the arrow keys, using the mouse to aim your weapon by placing the cross-hairs where you want to shoot, and pressing the left mouse button to let the lead fly.

In the tradition of great shareware gaming, there are five levels here for you to try out. The first is a sort of "training" level, and the others will pit you against leaping aliens and deadly machines. Five levels may not seem like much, but you'll find secrets and hidden passages that'll keep you busy for a good, long time.

When you gather more than one weapon, you can switch between them

What would an action game be without some great-

looking explosions of the enemy? Even at low resolu

tion, this game looks great.



by putting the cursor over the desired arsenal on the bottom of the screen and pressing the right mouse button. Or you can cycle through them with the Control and Insert keys.

In order to save your game, you have to locate a save game console.

There are many of them scattered through the levels, and almost always one at the beginning of a level. You can then load them by clicking on the floppy disc icon at the main menu.

You can play this demo in several resolutions, from the default 320x200 to 1280x1024, depending on the capabilities of your monitor - although you better have a Pentium if you want to play at the higher resolutions. It's suggested that you first play in 320x200 to finish the game, though, because you'll be able to see things that will give the secrets away in anything

over low resolution. You can change the resolution by typing "abuse -size ?" for your options, or, if you know your monitor is capable of it, the resolution you want to play in. I.e., if you wanted to play in 640x480, you would type "abuse -

Knowing the success of id with the cus-Doom, Doom II, and Heretic, Crack dot Com went a bit further with Abuse. Where you needed to have the registered version of Doom in order to play the modified levels. you don't have that

HINT As you can see, in 800x600 the secret passage described below is quite obvious

restriction with the shareware version of

size 640 480." tomizable levels of



Remember, being able to see this much is considered cheating.



CHIP: 108 CHIPS PER BAG 1,350 CALORIES 64 GRAMS OF FAT



PIZZA:

8 SLICES PER PIZZA

2,320 CALORIES

70 GRAMS OF FAT



PYRAMID:
30,000 PYRAMIDS
IN 150 LEVELS
C CALORIES
C GRAMS OF FAT



THE ULTIMATE CHALLENGE IN ACTION AND STRATEGY.

EASY TO LEARN, DIFFICULT TO MASTER.

Shareware version available @ http://www.magnet.com





## **Entombed**

Company: Impulse
Phone: (800) 6-IMPULSE
Release Date: Available Now
Category: Puzzle
Required: 386; ZMB RAM; SVGA; Windows 3.1
or higher
Install: ENTOMBED/SETUP.EXE

nter a world where your wits are the only thing to save your from an untimely death. In Entombed, you must pit yourself against the deviousness of an ancient people as you seek to discover their fate — and protect your own life in the bargain.

You play an archeologist who, while conducting a dig in a remote part of Tarsus, fell into a dark cavern when a portion of the ground he stood on collapsed. He discovered a musty book, and when he opened it, he learned that it was the journal of a Dr. Henry Who, a fellow archeologist who disappeared several years ago.

You find out that the cavern he is in dates back to ancient Egyptian times, and the people who created it were a very secretive and paranoid race. The underground realm you are about to explore contains an abundance of traps and puzzles, and you must solve each one in order to survive.

Fortunately, Dr. Who has provided you with his notes and clues about the puzzles. Although they won't give you the answer directly, his notes will help keep you alive for some time.

This demo will take you through level one of this puzzling world, and you'll be challenged with tasks ranging from turning on the lights to bypassing floor traps. It won't be easy, so make sure you use the journal you found as much as possible.

With some stunning graphics and challenging puzzle-play along the lines of Myst or Jewels of the Oracle, Entombed is sure to push your puzzle-solving prowess to its limits.



Before you can open this door, you have to solve the Sun Puzzle and the Star Puzzle. Once those are completed, only one puzzle stands between you and the next level.

#### HINT



While looking at the acid moat, click on the symbol directly to the right of the stairs.



With the corner sun symbol in the lower left of the puzzle, you can move the tiles next to it to change the patterns.

In order to escape the first room in the game, you have to solve the Morning Prazie. After you figure out how to four on the lights, look at the puzzle on the wall to your lot. Before you can do anything, you must first press one of the panels below the ocid most behind you. If you press the correction, you'll be a quarter of a sun symbol in the tower left corner of the puzzle. If you click on a tite next to the empty space, that tile will move into the space. By moving preces through the space most to the quarter sun symbol, you can change the design on the life to the next chamber, change all the moons in the upper balf of the design to some. Then you can continue your quest for freedom.



Once you've changed the moons to suns, rays will appear around the setting sun symbol, and the door to the next chamber will open.



## Chronomaster

Company: Capstone Phone: (800) 468-7225 Release Date: Available Now Category: Graphic Adventure Required: 486/33: 4MB RAM; 3MB Hard Drive Space: SVGA: Mouse Install: V-RHONOVSETUP.EXE

ithin Universe Prime, there are several smaller universes, created by highly intelligent men and women for huge amounts of money. Within these "Pocket Universes," the creator can manipulate anything he or she desires — even the laws of physics. Anything is possible within the pocket universe, even magic.

Someone is shutting them down, unuph, putting the inhabitants at risk in time stasis. Although officially the Terran government of Universe Prime does not meddle in the affairs of the Pocket Universes (their laws being solely the

#### HINT

Very second of the second of t

responsibility of the owner) they have approached you, a retired expert, to investigate the mysterious shut-downs — occurrences that should, by all rights, be impossible for anyone but the creator to accomplish. You accept, more for professional curiosity than the huge sum you will be paid if you are successful.

In this demo of Capstone's visually stunning new graphic adventure, you explore Urbs, one of the two pocket universes afflicted with stasis. In order to operate within a universe where time now stands still, you must carry "bottled time" with you, a small personal force field where time operates normally.

After the demo starts, you'll be inside of your ship. Using the mouse, you can look either left or right. Looking to the right will put you in front of the ship's computer, where you can look up personnel files on everyone you know, read your personal journal, or look up objects in the encyclopedia. It's a good idea to start here, since there is some very useful information contained in the ship's database.

If you look to your left, you'll find the universe selector. It will be set for Urbs. You'll see a set of four small boxes to the upper right. Click on the upper-left box and you'll be presented with three landing sites. Feel free to land anywhere



master has to offer.

you like, but in order to set up the equipment, you'll need to use to find the World Key, you'll eventually have to get to magnetic north.

Urbs, the interface becomes simple pointand-click. Pressing the right mouse button will cycle through the various actions you can perform. If you click on the small bar at the top of the screen, you'll be able to access an expanded menu of actions as well as your inventory and tools. To use an object, simply click on it in your inventory, then click on the object you wish to perform an action on.

## Dagger's Rage

Company: Microforum Phone: (800) 465-2323 Release Date: Available Now Category: Arcade Action Required: 496/50; 8MB RAM; Local Bus SVGA; Windows 3.1 or higher Install: VDAGGERDEMO.EXE

f you're into titles like Raptor or Tyrian but would like to see some more depth, you've come to the right place. Enter Dagger's Rage, a game that not only lets you experience the thrill of air-to-air combat, but does so in a large arena that demands as much thought as fast reflexes.

You play Dagger, a pilot for the Mercy Corps — an organization sworn to protect law abiding citizens from pirates that attack at first sight. You can buy weapons, new ships, and earn credits by flying specific missions for the Corps.

This demo shows you a glimpse of the Dagger's Rage world, allowing you to buy weapons with the money you start with, and explore other cities. When you take off from the city, you have the chance to guide your ship to another city with the arrow keys. If you encounter enemy ships, the view will transfer to a close up view of the area of the battle. You can configure



the controls to either keyboard or joystick from the options menu. You start the, game with level one lasers and level one missiles, and can select your weapons by pressing 1-5.

While in a dogfight, use F1 to toggle between keyboard and joystick. On the keyboard, the arrow keys will steer your ship, the spacebar will fire, and the Tab key will trigger your turbo boosters. On the joystick, the X- and Y-axis will steer and button 2 will fire your turbos, while button 1 will fire your weapons. The turbo boost will help get you out of quite a few

messes, but be careful that you don't fly into the red zone surrounding the battle area, or you'll be branded a coward.

While you're flying around the planet, you can enter another city when you are over it by hitting the spacebar. This will give you the choice of landing in the city, or going into orbit, where you can fly to other systems. Be careful — since

you can't save your game or fly missions to earn money in this demo, any enemy outside of the system will be too much for you to handle with your limited weapons and armor.

and armor.
It will take
some split-second
timing an a lot of
fancy flying to battle your way
through a few levels of this hot
demo. Keep your
wits about you, and
you'll be the best
poliot around.

#### HINT

the crity you is a young to encounter sensiting prostrone in privates. But here a tip to get you sensiting prostrone is a tip to get you sensiting the young sensiting the young sensiting the young sensiting the young prostrone in first and second sensiting your sensiting your

## 3D Table Sports

Company: Time Warner Interactive Phone: (800) 555-8944 Release Date: Available Now Category: Arcade Table Sports Required: 486DX/33; 8MB RAM; SVGA; Mouse Install: YABLEVINSTALLEEE

f you've always wanted your own regulation-sized air hockey table, we've got a treat for you. SlamHockey, one of the three games included in 30 Table Sports, will take you back to the time when smashing that floating puck into your opponent's goal slot was one of the greatest feelings on earth.

You can work your way up to higher levels of difficulty as you strive to beat the computer opponent. Be careful — the

computer likes to move into your turf to try to hit the puck into your goal at close range. But you can use that to your advantage. If, however, you want to play the traditional way, you can click on "Options" before you begin a game, and select a Classic" style game, where the computer stays on his side of the court,

#### HINT

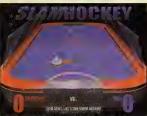
You'll notice when you play SlamHockey in Battle Mode (Full Court) that the computer appointent likes to move his paddle onto your side timme diately when you gerve. If you time it right, you can slam the puck off the side and into his goal while he's still on his way over.

limiting the computer's reach.

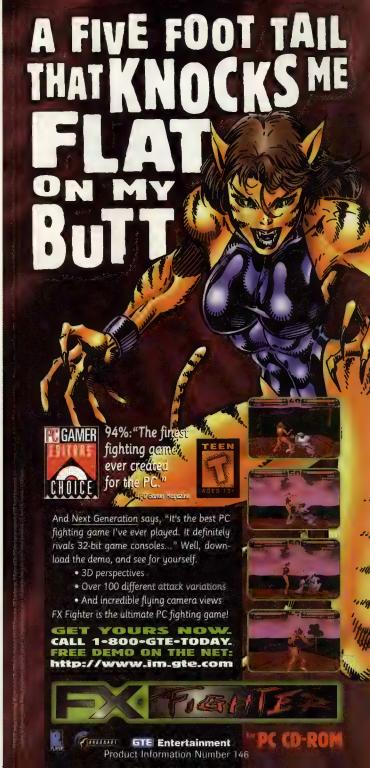
Control your paddle with the mouse. Clicking the left mouse button when it's your turn to serve will put the puck directly in front of you. You can play up to three points in this demo, but we're sure that as you move upwards against the computer, you'll find that it will get harder and harder to score those three points before the Al manages to.

The two other games in the demo, Power Hoops and Foosball, are nonplayable demos. If you click on them, then click "demo", you'll see the computer play a sample game from the full version.

These games are the hottest computer reproductions of table sports we've seen. Little can compare to the real thing, but these come pretty darn close.



You play on the closer side of the hockey table. Watch that blue paddle because it likes to come onto your side.





## supreme weirdness

enter the Kingdom O' Magic and you'll never be the same again



ENTERTAINMENT IN ITS PUREST FORM For more information call: 1-800-292-3797



the real-time-lip-syncingweird-making-handsshaking-laugh-cracking-fun computer game from SCi... 90 characters, 105 locations and... supreme weirdness.



Auditable on PC CD-ROM from the strangme places to time for Christman PI.

# PINBALL

Epic MegaGames takes pinball to a new level of realism with Extreme Pinball, the follow-up to our award-winning Epic Pinball (PC Format rated 91%). What a follow-up it is! We've doubled the resolution, increased the sound & music capacity. improved the playfield dimensions, animated the dotmation to arcade quality and most importantly we've created the most detailed realistic and compelling table layouts in PC pinball. All this and super-smooth scrolling too!











- Four tables with unique 2D and 3D, SGIrendered dotmation animated sequences.
- Ultra realistic graphics, 5 ball multiple ball play, multiple level playfields and table rules that equal those you'll find in real arcade pinball machines.
- All the pinball features you've come to expect from us plus these new ones: diverter gates, animated playfield items, a fully functional ball cannon and more.
- Music that changes with gameplay events and tons of new sound and voice effects.

Call 1-800-972-7434 to order for only \$35.00 plus \$4 s&h. Extreme Pinball is also available at your local software retailer from ELECTRONIC ARTS.

#### HERE'S HOW TO REACH US:



Epic MegaGames Inc. 3204 Tower Oaks Blvd., Suite 410, Rockville, Maryland 20852, USA. Orders: 1-800-972-7434 · Inquiries: (301) 983-

Fax: (301) 299-3841

Please add \$4.00 shipping & handling, VISA & Mastercard accepted. MD Residents add 5% sales tax. All games shown in this ad are for PC CD-ROM. Pentium is a registered trademark of Intel Corporation

#### DOWNLOAD THE SHAREWARE VERSIONS FROM THESE SITES:

Epic's web site: http://www.epicgames.com Epic's official ftp site: ftp.uml.edu in

> the msdos/games/epic directory Exec-PC BBS (414) 789-4360

> > CompuServe: GO EPIC

AOL: keyword PCGAMES, in the libraries BBS's and major online services everywhere

## THIRD

#### THE ULTIMATE PC SHOOTER

Tyrian is sure to be considered the hottest scrolling action shooter ever released for the PC.
While this is certainly a bold claim we think one play will convince you. Check this out:

 Three level super-smooth parallax scrolling plus additional explosion and transparency effects for Pentium, users.

Ever 30 levels, 300 weapor amountaions and many secret levels and features. With up to 300 sprites on the screen at once and massive explosions all around, it's no wonder PC Gamer said Tyrian gives the newest CD based console games a "run for their money" (rated 87%)

- TWO CAN PLAY on one machine or using a modern or network connection. Go for the highest individual scores or work cooperatively forming a giant dual-ship configuration.

Tyrian features 3 episodes of awesome action for only \$35.00. Call 1-800-972-7434 to order.

SEE MORE SCREEN SHOTS AND DOWNLOAD THE SHAREWARE VERSION OF THIS AWESOME ACTION GAME FROM OUR WEB SITE HTTP://WWW.EPICGAMES.COM



The all-new JAZZ JACKRABBIT CHRISTMAS 1995 EDITION is available now. If you're looking for fast action the whole family can enjoy DOWNLOAD IT RIGHT NOW and then call 1-800-972-7434 to order the huge 90 level Jazz Jackrabbit CD-ROM for the special holiday sale price of only \$39.00 - you save \$10! Call soon, sale ends January 31.



RADIX: BEYOND THE VOID is an intense 3D action game developed for the PC platform. You'll fly down alien intested tunnels of the Theta-2 base as well as inside the massive alien mothership. You will also fly into the Void, where unknown terrors await you. It'll take great persistence and skill to navigate the small assault fighter through the winding tunnels and corridors to successfully accomplish your mission. (Un)fortunately, heavy alien resistance will attempt to hinder your objective. For more details visit our web site, www.epicgames.com Three huge episodes - \$35.00



## Josephine: Portrait of an Assassin

Company: MediaAge Software Phone: (800) 711-1161 Release Date: Available Now Category: First Person Shooter Required: 486DX2/66; 8MB RAM; Windows 95 (Full Version will support Windows 3.1)
Install: JOSEPHIN SETUP EXE

hen an obscure branch of the CIA hires a convicted killer to do their dirty work for them,

she gets caught up in a maelstrom of intrigue and power. You control the notso-innocent heroine as she works through the objectives set for her by her superiors. When the killings she performs move from dictators and anti-American terrorists to prominent businessmen and politicians, she begins to

#### JUST FOR FUN

says that killing the bad guys is "optional ist for fun, see how far you can get without fining a weapon of any kind. It takes speed. but it's possible.

realize she is helping an organization bent on national domination. And she is the only one who can stand in their way.

You can play through the first mission in the demo of MediaAge's new first person shooter. Blending full-motion video with first person action, Josephine throws you into a world where death lurks around every corner.

The first thing you'll want to do is select a weapon. Press the number keys to choose one - although some are not available yet. Pressing 1 will arm your pistol with a silencer, a good weapon to start with. If you press "M," a map of your

immediate surroundings will appear, with red squares showing the location of your enemies, and white squares revealing doorways.

You can move your character with the mouse or keyboard; we preferred the latter. The Control keys will fire, and the spacebar will open doors. In order to



job of mowing the enemy down. play full-screen rather than in the win-

dow you start with, press F2. TECHNICAL NOTE: At press time, the final version of Microsoft's "directx" had not yet been released. Josephine requires "directx" to run properly. You can pick it up on the MediaAge website: http://fox.nstn.ca/~mediaage.

## Fury<sup>3</sup>

Company: Microsoft Phone: (206) 637-9308 Release Date: Available Now Category: Arcade Shooter Required: 486DX2/66; 8MB RAM; 17MB Hard Drive Space; Windows 3.1 or higher Install: YURY3FURY3X

n their first serious action game for the PC market, Microsoft is coming out strong with Fury3, a flight shooter that will make your head spin. Using an engine similar to the one in Terminal Velocity, you'll have the opportunity to shoot down hundreds of ships, gain countless bonus items, and fly through tunnels where only your lightening reflexes can save you from certain doom.

Story, you ask? OK, here goes: The Terrans developed a superior race of beings for the military called the Bions during the IP Wars. With the help of these super-soldiers, they won. Now, the resulting government, the Coalition of Independent Planets, has a problem on its hands. The Bions continued their aggressive ways, and although they were thought to be destroyed, it's been discovered that they are spreading out from the planet Fury. You are a member of The Council of Peace, the military arm of the Coalition. It's your job to wipe out the Bion threat to civilization. You will fly to eight planets that are infested with Bions, and each planet will have three missions. In this demo, you can fly the first mission on the first planet.

You can control your ship with the joystick or arrow keys. Button one will

Micro-map with mount of Be Sure to Shoot to Kill and let 'em have it! There's nothing guite as satisfacory as seeing a Scarab gitter go up in Names

fire your lasers, and when you've acquired the turbo bonus items, button two will give you that extra burst of speed. Items will appear when you blow up other ships, or when you blow up enemy ground structures. Fly through the items to bring them aboard. When you have gained other weapons, you can select them with the number keys. Each time you gain an item, you will see a number in parentheses next to it. That is the number you use to select it.

You can fly right through the game to finish the mission. However, you won't earn many points that way. While heading toward your goal (shown by the compass in the upper right corner of the screen), hit the Tab key occasionally to take a look at your satellite map. You'll

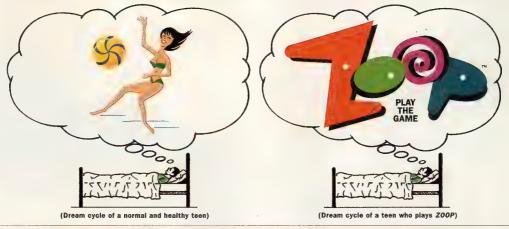
be able to see much more this way, and be able to identify tunnels and structures you wouldn't ordinarily see on your compass. The legend for the items is simple - dots that pulsate from yellow to red are flying enemies, green dots are ground targets, yellow dots are tunnel entrances, and blue dots are powerups. When the air targets register on the micro-map around your compass, they will be in a + or - symbol. The + means the target is above you, and the - means the target is below.

With multiple settings of detail for slow to fast machines, and several difficulty settings, we're sure everyone will have some fun with this hot title. For more info, check out our review of this action-packed game on page 260.

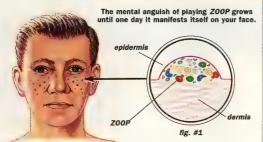


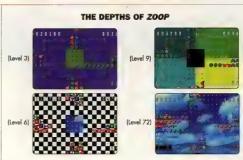
## AMERICA'S LARGEST KILLER OF TIME

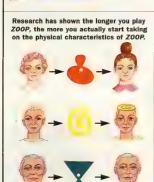




Warning! ZOOP looks and plays like an innocent game, but extensive play may cause the following symptoms: loss of friends, loss of appetite, insomnia and excessive battery consumption. Whenever possible, avoid play.







MONEY SPENDING PATTERNS.

before 200P:

after 200P:

Game Gear\*

Sega Saturn\*

Genesis\*

Housing & Upkeep

Jaguar\*

Transportation

Recreation

Recreation

Super NES\*

Macintosh\*





(Prolonged psychological effects

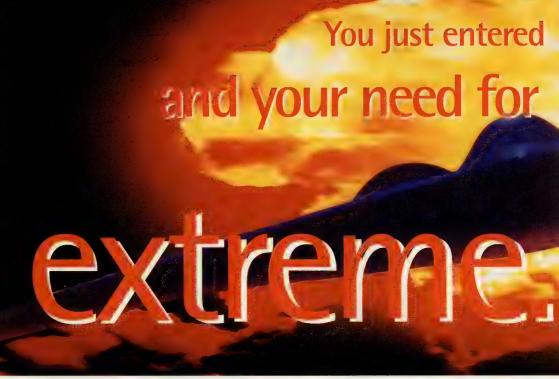
are still under study. )







© 1995 Vaccom international Inc. Zoop is a trademont of Vaccom International Inc. All Rojah Bearwell, © 1995 Original Genes Concept Hodistates Mil. Patter Panding, Nationals, Super INS., Genne Nos yard file afficial sed on required trademonts of Antenaco Antenaco, inc. © 1991 Nationals of Anenco, inc. Segue, Genesia, Gene Gener and Superior and Enforced Antenaco Antenac



Want in your face, Mach-speed, pulse-pounding realism, that'll leave you shaking in your space boots? Then brace yourself, as Diamond takes gaming to the edge with a new 3D multimedia accelerator designed for Windows® 95. The Diamond Edge 3D makes

- Designed for Windows® 95
- Real-time 3D graphics with quadratic curved surfaces
- · Rendering performance up to 12 million texels/second
- Fast 2D graphics and Windows acceleration
- . Digital gameport and 2 Sega Saturn compatible game pad ports
- Full-motion digital video, with software MPEG-1
- Hardware wavetable audio, 32 voices
- Up to 2MB DRAM, up to 4MB VRAM
- Resolutions up to 1600 x 1200
- Supports up to 1 billion colors
- Supports up to 1 billion colors
   Vertical refresh rates up to 120Hz
- PCI-bus

game play fully immersive and totally interactive. With real-time, jaw-dropping 3D and 2D photorealistic graphics, a thundering wavetable audio

engine, vicious full-motion digital video, and an advanced digital game port, that will leave you running for cover. Plus, two Sega Saturn controller ports for multiplayer action.

The Diamond Edge 3D comes bundled with killer games and software including Virtua Fighter



DIAMOND EDGE 3D MULTIMEDIA ACCELERATOR

Remix, Interplay's Descent™: Destination Saturn, and NASCAR® Racing. And it allows you to play your existing DOS games without sacrificing speed or quality. The Diamond Edge 3D gives you perspective corrected texture-mapped 3D images with the highest frame rates around. Plus a multitude of special effects for a gaming experience so real you'll smell the detonation. With true Plug-and-Play, a 5-year warranty, 24-hour fax-on-demand, and online support services, you'll have a few less things to fear. So, if you're ready for the ultimate challenge call Diamond at 1-800-4-MULTIMEDIA today. We'll

24-Hour Fax-On-Demand: 1-800-380-0030 Internet: http://www.diamondmm.com

©1995 Diamond Multimedia Systems, Inc., 2880 Junction Avenue, San Jose, CA 95134-1922. Sega is a registered trademark and Virtua Fighter Remix is a trademark of Sega. ©1995. NASCAR Racing is officially licensed by NASCAR<sub>8</sub>. All trademarks and registered trademarks are the property of their respective holders. Diamond reserves the right to change specifications without notice.















take you as far as you're willing to go.





game controller



hostile territory

## domination is



Virtua Fighter Remix



NASCAR Racing



Interplay's Descent™: Destination Saturn



PUSH THE EDGE



A passion for performance.

**Product Information Number 119** 

"maybe if you didn't play with your worm so much The hit video game – Earthworm Jim – new and improved for Windows\* 95. Twenty potent levels. Pumping 256-color graphics. Heart-racing CD soundtrack. **ACTIVISION**。 Norm your way to http://www.activision.com and wint

### 3-D Ultra Pinball

Company: Sierra On-Line
Phone: (900) 757-7707
Release Date: Available Now
Category: Pinball
Required: 486/33; 8MB RAM; Windows 3.1 or
higher: SVGA

ierra On-Line, the gaming giant responsible for adventures like the Kings Quest and Space Quest series, has come up with a pinball game for Windows that will blow you away. You get to play a timed five minutes with five balls in this one-table demo. The graphics are amazing, borrowing somewhat from Sierra's strategy game *Outpost*.

Since you're playing on a "space colony," not just a pinball table, there are all kinds of things you can do with

your silvery globe. You'll hit the ball into caves, colony buildings, spaceports, and more. The tasks you'll have to perform range from getting your ball into a glider that will gently deposit the sphere back near your left flipper, to clearing the area of bulldozers that block your way. You'll have to navigate meteor showers, and blow

#### CHALLENGE

Potting together the binness issue over of PC Generics no easy task. Nevertheless, there is always time for a bit of pinnell action. The top score, any of as mesaged to general mass in the vicinity of 30,000,000 points. We challenge you to do as well white potting together a military extraoraganizal.

away the dozers that block your entrance into smaller "minitables" to the side of the main one, each of them with its own set of flippers and bonus targets.

Along with some stunning graphics, 3-D Ultra Pinball offers a variety of sound bites to enhance the pinball experience. You'll be given commands from the computer on your next target, and the best method to gain points.

The mini-tables off to the sides make a great goal. You need to accomplish a few tasks before the doorway to one of these areas opens. Or, if you want to cheat, you can barely tap your ball with the plunger. It will go up the chute a little way, and if it goes just past the opening to the mini-table on the right, it will be launched into the bonus area.

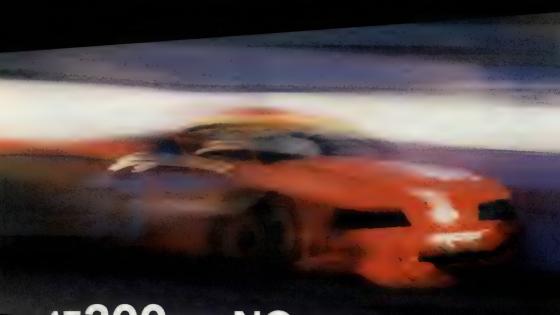
To start things off, you'll want to hit your orb into the glider twice. This will initiate the bonus when you land the ball in the center of the large structure at the top of the screen. Getting the ball directly up to the center is no easy task, but if you're persistent, it can be done.

If you're a pinball aficionado, this is definitely a title to check out. The full version will contain three tables to challenge your pinball skill. If you want to know more, check out the offical PC Gamer opinion in the review on page 237.



The stunning graphics and unique board layout makes 3-D Ultra Pinball one of the prettiest computer pinball games we've seen.

Collicionalists with material library \*\*... chrects of other games to let you move fas \* ... mad quicker and, wis, occasionally cheat Call 800 353, 1222 or your dealer for feeals. Ouarterdeck<sup>\*</sup>



# AT 200 MPH NO ONE CAN SEE YOU SWEAT.



It's like having your own private racecourse. Where speed limits don't exist.

Where you can take your car up to 200mph, slide it sideways around corners and shift at the redline in every gear. With Screamer you can push your driving

skills and PC to the limit. With incredibly realistic real-time 3-D graphics, multiple cars, tracks, and points of view to choose from, you'll never tire of the action. Race against the clock or compete head to head with up to six players on a network. You can almost smell the rubber burning.

Available on PC CD-ROM.

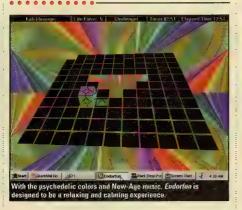
Check out Screamer contest info on http://www.vie.com







SCREAMER



### Endorfun

Company: Time Warner Interactive Phone: (800) 555-59344 Release Date: Available Now Category: Action Puzzle Required: 485DX2/56; 8MB RAM; SVGA; Windows 3.1 or higher Install: VENDORFUNENDORFUN.EXE

ou are good and you do good things. You don't have to please others. You deserve love, happiness and prosperity. You are free." These are some of the "Endoisms" you'll experience in this subliminal, nurturing demo by Time Warner Interactive.

The gameplay is simple. You move a cube around an arena, and your goal is to roll the cube over the colored square with the symbol inside of it. The trick is, you have to match the color of the square on the top of the cube when in rolls into the colored squares' spot.

That's not all there is to this unique title, though. Throughout the game you will be subjected to subliminal messages

If you don't manage to tag the colored square before your time is up, you wilf receive a supportive message.

meant to make you feel better and believe in yourself. Stuart Smalley would love it...

You can use the mouse or the keyboard to move the cube, but it's easiest to use the keyboard. In this demo, only one type of game is available — Kaleido-scope. You can toggle music, sound effects, and animations through

the Options menu. To reach the menu after gameplay has started, simply click with the left mouse button.

As you move further on in the game, the boards will change shape to pose more of a challenge. Also, colored squares that block your way will slowly appear. You can get rid of them the same way you vanish the target square — roll over them with the matching color on the top of the cube.

This game takes practice, and if you feel yourself getting frustrated, don't push it. The purpose of the game is, after all, to make you feel better about yourself.

#### JUST FOR FUN

Great to make a consist to constitute some voice one of the some voice one of the some voice of the some of the some voice of the some by moving the some randomly around one country group or one of the some voice of the some voi



Product Information Number 198

## No Pain, No Game!



ALL NEW MAYHEM MOVES LIKE THE SHOCKING "HAND BUZZER"!



NO RING CAN CONTAIN W. WRESTLEMANIA"!

MORE REALISTIC
WRESTLING ACTION
THAN EVER—REVERSALS,
PILEDRIVERS AND
BODYSLAMS!

## WRESTLE AAANIA THE ARCADE GAME

SUPER NES® GENESIS® 32X®









FOR TIPS, TRICKS
AND STRATEGY FROM YOUR
FAVORITE SO SUPERSTARS!

PLAYSTATION PC CD-ROM



© World Wrestling Federation, WrestleMania and its logos are registered trademarks of TitanSports, Inc. All distinctive character names and likenessas are trademarks of TitanSports, Inc. (©1995 TitanSports, Inc. All rights reserved. Writendo of America, Inc. Sega, Genesis and S2X are trademarks of Sega Enterprises Ltd. All rights reserved. "PlayStation" is a trademark of Sony Computer Entertainment, Inc. Wrindows '95 is a trademark's office of the Vision of Acclaim Entertainment, Inc. All rights reserved. "PlayStation" is a trademark of Sony Computer Entertainment, Inc. Wrindows '95 is a trademark of Microsoft Corporation. Accisim is a division of Acclaim Entertainment, Inc. All rights reserved. Served shots shown are taken from the Sony PlayStation version of the videograms. "Barn Bigglow and Volozona are not on Super Nes.

### Battleground: Ardennes

Company: Taton Soft Phone: (410) 821-7282 Release Date: Available Now Category: War Sim Required: 386DX/33; 4MB RAM; Windows 3.1 Instalt: V86A/BGA/DEMO\_EXE

ith Battleground: Ardennes, Talon Soft has shown what Windows can do for a war simulation. Incorporating live footage of the weapons and vehicles used in World War Two, this is a game of magnificent proportion and realism.

You can choose to play either as Axis or Allies. When you start the demo, you'll be presented with a box that will let you choose which side is played which way. You can choose from Manual, Semi-Automatic, Automatic, and Automatic Field Of View. Manual will allow you to control all movement and firing. Semi-Automatic puts you in charge of

important decisions, like whether or not to attack, and lets the comnuter do the rest. In Automatic, the computer takes control. You would use this to play a game against the

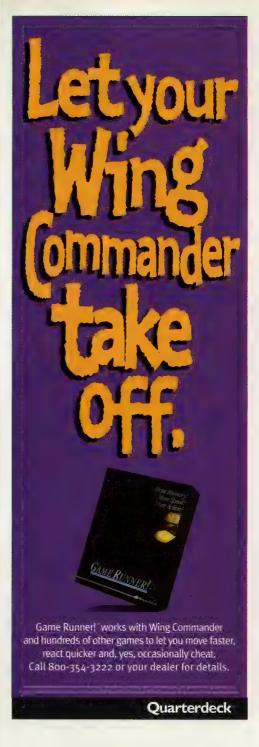


Automatic FOV is the same as Automatic, but in FOV, you only see units that are nearby. When you first see them, they will appear as boxes with a question mark, but at the beginning of the next phase, they will be identified.

The demo lasts for 11 turns, each of which has several phases. You play with the mouse, selecting the piece to move or fire, and then moving them. Since you can stack units in one hex, click on the stack of units you want to perform an action, and choose from the unit list at the bottom of the screen which units you want to perform the action. This applies to firing or moving.

Since gameplay is highly involved and complex, you might want to read the online help. However, the control is simple enough that you should have no trouble jumping right in and playing. If you have a slower computer or 4MB RAM, you might want to turn off the video segments or the 3D map to speed the action up.

# Tools to Use in Battle





300 and the 300 logos are trademarks of the 300 Company. Windows is a registered trademark of Microsoft Corporation. ADVANCED DUNGEONS & DRAGONS, AD&D, DEATHKEEP, the TSR logo and all TSR charactering rames and the distinctive likenesses thereof are trademarks owned by and used under license from TSR, Inc. ©1995 TSR, Inc. ©1995 Strategic Simulations, Inc., a Mindscape Company. All rights reserved.

### Unnecessary Roughness

Company: Accolade
Phone: (408) 259-8400
Release Date: End of November
Category: Football Sim
Required: 4860/22/66; 8MB RAM; VESA Compatible
Video Card
Lessalt: VIRSONNSTALLEXE

et ready, football fans, it's time for one of the bestlooking football sims yet. You can play as either the San Francisco 49ers or the Dallas Cowboys in this hot new demo from Accolade. You'll have a comprehensive play-book, and you'll even be able to create you own plays if you want. If you've ever dreamed of coaching a team or throwing the winning passes, this game's for you.

There are several options you can control in this demo. From toggling referees to wind speed, you can make gameplay as hard or as easy as you like. You can even toggle fatigue in your players, or choose to play as a coach and call the plays, or call the plays and runthern. There are only a few things missing in this demo. You play only one quarter of a game, and you can choose whether that's three to fifteen minutes. Season play is disabled, but you can still look at the menus to see what it would look like. The construction mode is still active, though, so

you can tweak and create plays for defense and offense

as much as you like. You can also try out the practice drills, where you sharpen your skills at punting, kickoffs, and field goals.

You might want to control the game with the keyboard, but we recommend using a gamepad. If you use the keyboard, you can control the movement of the players with the keypad arrows. When you choose a play from the play-book, press the letter corresponding to the play you like. You can flip through the pages of the book with the Z and C keys. If you use the gamepad or joystick to choose a play, you have tomove the stick in the direction indicated next to the name of the play and press button two. To flip

through the pages, move the stick to the bottom corners. For more information on how to play the game, check out the General Help option from the main menu.

TECHNICAL NOTE: This demo may not work too well with some video cards. If you are having problems, you may have to load a vesa driver like UNIVESA.EXE. If you load UNIVESA and start the demo and you can't see the screen, exit the demo and then run it again. Running it the second time initializes the driver properly. If you cannot read the screen the first time, you can exit by letting it load for a few seconds, and pressing escape. This will give you the prompt to exit, and you can hit return to exit the game. Also, this demo requires quite a bit of memory. If



The top-down perspective gives you a lot more to view than any of the others, It's quite helpful when deciding who to pass to and when.

you're trying to run it through our front end, you may not have enough. Exit our front end, go to DOS, and run the demo by moving to the directory with "cd\ur96demo" and then type "ur96demo." This may be a lot of trouble, but we assure you that

it's worth it.

Twinwa available this demo, You gar cycle through the available keyloon this top or the keyloon this top or the available to the available to

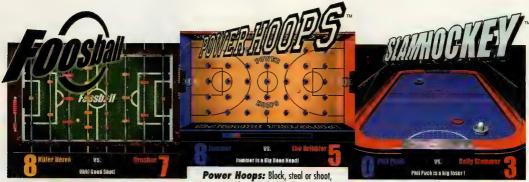


Distributed by Brøderbund Software, Inc. © 1995 Tsunami Media, Inc. All rights reserved

### 3-D TABLE SPORTS™ WE'VE INCLUDED EVERYTHING...



EXCEPT THIS.



Foosball: All the action of the original spin, pass, block, and score!

**Power Hoops:** Block, steal or shoot, in regular or multiple ball mode!

SlamHockey: Chip it, chop it, cut it! Even go over the line in "super battle mode!"

If you're looking for classic table game action with a digital twist, 3-D Table Sports is it! You get Foosball, SlamHockey and Power Hoops, all on one CD-ROM. Each game features fully-rendered 3-D tables, lots of play options, 10 difficulty





levels, and network and modem support for tournament and league play. In fact, 3-D Table Sports gives you everything you could ever expect in a table game...except a place to put your quarters!



BBS: 1-818-295-6730 • e-mail: TWlinfo@aal.com • America Online": Keyword: TWl • World Wide Web: http://www.pathfinder.com/twi

©1995 Time Warner Interactive. Produced by Mass Media, Inc. Distributed by WEA. • Published by Time Warner Interactive, 2210 West Olive Avenue, Burbank, CA 91506, U.S.A. All rights reserved.

3-D Table Sports and the Toble Sports logo, Sianthackey and Power Hoops are rodements of Time Warner Interactive.

See your Icon Suffrour residence or call 1-800-482-2766 to prode dries? 2766 to prode dries.

### **PlayNet**

Company: PlayNet Phone: (800) PLAY-NET Required: 486/33; 8MB RAM; 9600 Baud Modem Install: VPLAYNET/DOOMIN2 or HERETIC:

o you want to play Doom or Heretic across the phone inces, but you just can't seem to find anybody who's willing to join you in a Deathmatch at 1 a.m.? Well, look no further. PlayNet is a multiplayer network that's been established specifically to take advantage of the modem capabilities of these great multiplayer games and to give you the opportunity to play with like-minded Deathmatchers everywhere.

In addition to support for Doom and Doom II, PlayNet now supports Heretic, and the newest multiplayer heavyweight, Descent. You'll also get other features you'd expect from an online service, like shopping, file libraries, chat areas and the ever-present and ever-useful E-mail. Imagine — an entire community of death-dealing Doomers waiting for action!

To run PlayNet you'll need Doom, Doom II, Heretic, or Descent, a 9600 baud modem and, of course, this front end to run it all.

After installation, you'll need to fill



out the configuration screens to get things set up properly. After that, you'll be able to make new friends and then, if you act real nice, kill them. Payment info is online, and your initial call is absolutely free. As of this writing the rates for PlayNet, Inc. were:

> Target Class \$10.00 5 hours Killer Class \$25.00 13 hours Assassin Class \$50.00 30 hours

### **America Online**

Company: America Online Phone: (800) 827-3338 Required: 385; 4MB RAM; VGA; Mouse; Modem; Windows 3.1 or higher Install: VAOLVFULIDIAG.EXE

op onto the 'Net with America Online, one of the leading online services in America today. With AOL's excellent Windows interface as your guide,

you'll send and receive electronic mail could be your doc

America Online

Ble Edit Go To Mail Members Window Help

Internet Connection

World Wide Web.

Eighber & Walls

Search he Web.

Feder's in Sectending

Could be your doc

America Online

Place To Mail Members Window Help

Internet Connection

Window Web Web.

Search he Web.

nload Libraries

NEW Seven Wonders of the

How De L .? Help on the W

Zen and the Art of the intern

italing Lists

Ca About the Int

Ca Wired Magazi

Take one of the friendliest ramps onto the Information Superhighway with America Online.

all over the planet, browse the Internet's World Wide Web for new and fascinating information, read and contribute to Usenet Newsgroups (an incredibly huge forum for discussions on just about any topic you can imagine), enter live chat chambers, and exchange views with hundreds of people at any given time. You can even attend live conferences with celebrities, from movie stars to leaders in scientific exploration. AOL could be your doorway to the Informa-

tion Superhighway — so go ahead and log on and give it a try. You'll certainly be glad you did.

In The CD's cover sleeve this month, you'll find an account number and password. All you need to do to get yourself up and running is to open Windows and select Run from the File Menu. Type "D:\AOL\FULL-DIAG," where 'D" is the name of your CD-ROM

#### TIP

A... See The Comment of the Comment

drive. The setup program will then walk you through creating a new account on the fastest growing online service in the industry. Once you customize your account, you'll receive your first 10 hours — as well as your first month's service — absolutely free. After that, the service is a low \$9.95 a month, which includes five free hours, and \$2.95 for each additional hour.

AOL has tons of great forums to suit any taste. Do a little exploring, and you'll find it hard to log off. You'll be amazed with what you can find with a simple click of a mouse button.

### **HE FLOPP**

INSTALLING • PLAYING • QUICK TIPS

### Burn up the racetracks in Virgin's latest racing sim — Screamer.

### Quick Start: The Floppy.....

#### The HD disk

Installation couldn't be easier!

- 1. Insert the 3.5" diskette and change to that drive (usually A or B).
- 2. Type SCREAMER at the DOS prompt and press Enter. This will create a /SCREAMER directory on your hard drive.
- 3. Go to the /SCREAMER directory on your hard drive and type SCREAMER.

### If Nothing Works...

Unfortunately, we can't provide technical support for problems you may encounter with The Floppy or Screamer. But should your copy fail to run at all, or display error messages that indicate the disk itself is bad, send a letter to the address at the right for replacement.

m, it is rigorously tested and certified to be virus-we



The Floppy Replacement December 1995 **PC Gamer** 1350 Old Bayshore Highway Suite 210

Burlingame, CA 94010

Please indicate any error message that you receive.

### Screamer

Company: Virgin Interactive Phone: (714) 833-1999 Release Date: Available Now Category: Racing Required: 486/66; 8MB RAM Install: \SCREAMER\SCREAMER.BAT

trap into the driver's seat and get ready to be blown way by this new racing sim from Virgin Interactive. In a race against nine other cars, you need to prove your strength and speed in headto-head competition. As you drive through city streets, pass up the other cars, and, for heaven's sake, try to keep all four wheels on the road!

You will race a three-lap track in

this demo of Screamer, with a certain amount of time to complete each lap. Fail to make it around in that time, and you're history. You'll need a steady hand and a good sense of driving to make it in one piece. Sneeze at the wrong time, and you could end up flipping your car end over end into the grandstands.

You can change the control configuration to suit your needs when you run setup. The default uses the up-arrow for acceleration, side-arrows for steering, and the spacebar for braking. The pageup and page-down keys will shift gears, but the demo has automatic shifting so you won't need them. To change the settings, select the control you want to change and press Enter. If you want a joystick, simply move the joystick in the

direction you want and the setup program will read the movement. We found that it works best to use a joystick

#### CHALLENGE

out that "We'll niveryou claus. When Javing around corners, it's possible s

for forward and side to side control, while keeping the spacebar as the brake.

While driving, you'll reach some pretty excessive speeds. Remember that it's always a good idea to slow down while going into curves, or you may find yourself high in the sky, looking up at the ground as you careen through the air. Crashing your car won't hurt it in the race, but you'll lose some precious time. If you do not cross the finish line before the clock counts down, the race

When you've finished your race, either by not making it to the finish line or by finishing first, you will be able to watch your skill in an instant replay. To skip the triumphant reminder or shameful show as the case may be, press escape, and you'll be able to try again.





If your timing is a bit off on the curves, you might find yourself airborne. It takes precise work to keep on the road and keep up the speed.

look at it, though, this is a speedy game

### If you don't have a

## BAD ATTITUDE ...



... you don't have a CHANCE!

### Nonstop action from a different perspective!

When the World Economic Consortium made you a Silencer, you were supposed to be the ultimate killing machine and follow orders without question.

You had other ideas.

Now you fight for the Resistance against your former bosses. You're not trusted, but you're needed.

Elite shock troops, killer robots, booby-traps and mine fields ... they're all waiting to get you before you get them. But you've got the strength, you've got the attitude and most of all you've got the firepower to take on the challenge of Crusader: No Remorse — ORIGIN's most explosive game ever!

### CRUSHIER NO REMORSE







http://www.ea.com/origin.html

Actual screens may vary. Made in 11. S. A.

1995, GRIGIN Systems, Inc. Croppiler: No Remover's a Incommon of ORIGIN Systems, Inc. Origin is a registered trademark of ORIGIN Systems, Inc.

Product Information Number 182



Introducing **new!** 

# HARDBALL 5

in a league by itself.



The all-time anew, "close the plate" camera view. You're twice as close a close the action with the leage state zone in the game.

194.143	41)440;	. artistati, K
Statisticality	)	R
Entrying Color	Statistics	Misping Set
Briffing Heek Pitching Seaso	100 SE 048	A REED A
Studiend	34 168 10 Abt 584 55 88 She 65	SD / SEED 3
Total	SJA ES EN IR INSE MAN	RAMER)
NUSEL String	THE THE SIE	
Sc. Pes, Septi Close/Late Septi	Out HAT RAS	Tenne)
inner! Ex	part Previous	Regi Base
mint t	PRI PERMITS	MCV1 DEME

Our complete "stats construction set" instantly puts every stat and rating under the sun at your flags use Create unlimited custom stats displays for the ultimate managerial thrill!



New player animations are smoother and more detailed, letting you aim for the inside corner. "Zoom in" baserunner windows let you make your best pick-off move to the bag.



Watch your best reliever warming up in the bullpen, and analyze your starter's fatigue, pitch count, and performance. When he's ready to go, you're ready to go!



Create your own players from scratch, or modify any player's ratings, or even their physical attributes! The resulting player will be true to life, on-field and off.



Experience the best of baseball history with the bonus "Legends" League—12 great legendary teams from history, come to life in 12 beautifully rendered old-time stadiums.



Optional wide-angle pitcher and batter views recreate the traditional look of a broadcast baseball game in beautiful 256-color SVGA graphics!



For maximum variety in gameplay, change any manager's tendencies on any team and see the results play out on the field and in the stats.



Hot new user interface gives you instant access to any feature. Ylew and manage your team from the field, from the dugout, and from the General Manager's office!



This "fifth generation" fielding simulation has additional play animations, baseball plays, and graphics realism, resulting in true-life baseball gameplay.



it's all here: pick-off plays, hit-and-run, suicide squeeze, towering pop-ups, and more. The utitimate simulation of baseball, for everyone who loves the game!



#### Sony PlayStation™ PC CD-ROM









HIND-THE-SCENES OF THE HOTTEST GAMES

# Lax IIIInfile

Why stop with the galaxy? Go ahead and conquer the *universe*!

When the original Pax Imperia was published for the Macintosh, it garnered rave reviews. Now PC gamers can learn what all the shouting was about.

by William R. Trotter



Game: Pax Imperia 2 Developers: Blizzard, Changeling Software, Inc. Publisher: Blizzard Entertainment, 3152 Redhill Avenue, Suite 230, Costa Mesa, CA 92626, (714) 556-5571 Projected price: \$49.95 Percentage complete: 80%

Here's a game of galactic conquest that contains a fine balance of economics, technology, politics,

### What's so special?

The original Pax Imperia was highly praised for its originality and playability. Unfortunately, you had to be a Mac owner to play it, since there was never a PC version. Blizzard Entertainment gained an enviable reputation with last year's best-selling Warcraft, this new game should be another jewel in their crown.

### snould I care:

Pax 2 incorporates a number of fresh, intriguing concepts, and two years' worth of input from fans of the original game have given this sequel a keen. confident edge.

### Hnd when's it coming out?



he words just roll off your tongue: "Pax Imperia." The peace of empire. The words are sonorous, suitable for being chiseled in marble. The term comes from the period of maximum Roman expansion and power, and it signi-

fies a condition of order imposed by the might and authority of a centralized government.

Now visualize an "empire" millions of times the size of Rome's. Picture yourself at the center of it, with power beyond the wildest fantasies of Caesar.

Or, as the inimitable Mel Brooks said in History of the World, Part One: "It's good to be the king!"

The playing field in Pax Imperia 2 is as big as the universe itself: you start the game as the ruler of a galactic empire that's on the verge of expansion. Everything about this game has a sense

of bigness, starting with the fact that its multi-player option allows for up to 16 human or computer opponents. Modem, network, and direct-link play are also available.

You can choose the size of your universe, up to fifty stars, with as many as ten planets per system. You can also include moons (one to three per planet),



layout and display a wealth of info.



wormholes, black holes, nebulae, and other space-time anomalies can be added to the mix, if you wish to add them. Planets will differ greatly in terms of habitability, surface configuration, and natural resources.

Once you've established your universe, the game's saga unfolds in the grand tradition of conquer-the-galaxy simulations: exploration, colonization, economic development, diplomacy, espionage, technological advancement, and warfare.

And while most players will want at least some combat, Blizzard points out that it is perfectly possible to play and win the game entirely through

Pax 2 is being co-developed by Blizzard and Changeling Software, in a relationship that seems remarkably harmonious. In a recent three-way phone conversation, PCG talked to Andrew Sispoidis of Changeling, and Bill Roper of Blizzard, about their magnum opus.

PCG: The most popular game of this genre in recent years was MicroProse's Master of Orion. If our readers could ask you just one question, it would probably be: how does your game compare to MOO?

A.S.: The original Pax took one approach. and MOO took a very different approach. I think what we've done in Pax 2 is to combine the best aspects of both approaches. One thing we've done is to make the technology aspect very sophisticated - it's almost a game in itself. Another element is the political system the multi-player interaction is more subtle and more elaborate than in any game we've seen before. I think Master of Orion, when it

diplomatic and economic strategies - a nice, rather Machiavellian alternative that should make for a very refreshing gaming experience.

Each sector of your empire is presented on screens designed to have the look and feel of the presumed information-processing technology of the 26th Century. On one screen, you can instantly access information about planetary orbits, habitability, and whocame out, represented a new generation of sci-fi strategy games, and I think Pax 2, when it comes out, will take the genre into yet another generation. We're building on all that's come hefore.

B.P. Look at the number of player-possibilities we've built into it: sixteen players. We're firm believers that nothing is more fun than playing against your friends, no matter how good the computer may be.

PCG: How will the game's combat scenes he bandled?

B.P. Tactical combat is done in a modular fashion. You'll see lots of battle flicks, and receive detailed reports, but since you're the emperor, you basically take a strategic and grand-tactical approach and issue orders accordingly - it would not be realistic for you to control the actions of every ship. Your orders will then be carried out by your admirals, and you'll get constant updates on how well they're doing. You do, of course, have the option of sacking and replacing an incompetent commander, or promoting an exceptional one.

PCG: I like the depth of the political/diplomatic element - tell us a little more about that.

A.S. That's one of the things we're proudest of. You have planetary governors, commanders, advisors - the whole bureaucratic layer-cake. And you also have special interest groups trying to influence things. Treason is a very real possibility. We've turned this part of Pax 2 into almost a roleplaying game, to an extent that no other game in this genre has ever done. We've put all of these elements into a smooth-playing, great-looking package; we think it's an exceptional game.

"I think Pax 2 will take the genre into vet another generation. We're building on all that's come before."

- Andrew Sispoidis, Changeling Software



owns-what. On another, you can obtain detailed views and information of each sector of each planet, showing structures (mines, cities, shipyards, research centers, etc.), and displaying pertinent information about the ruling governor of that planet.

If you like, you can micro-manage the development of each planet. Once your empire expands beyond a comfortable size, however, you're more likely to switch to the autobuild mode, which allows you to set specific parameters for planetary development - orders that your governors will dutifully carry out (some, of course, more competently than others).

You can also set general strategy/policy guidelines, and let your appointed officials set their own local policies regarding commerce and diplomacy. If things go awry at any point and you can always access detailed reports about these matters -- you can intervene directly.



"We've put all of these elements into a smooth-playing, great-looking package; we think it's an exceptional game."

- Andrew Sispoidis

Colonists can be chosen from 15 different computer-generated species (some are good at warfare, some at commerce, some are born diplomats, etc.), which gives you the freedom to colonize planets with varying atmospheres, gravitational conditions, and temperature. If you're really in the mood to play God, however, you can custom-design your own species.

A major element in any expanding space empire is technological research. In this area, the designers of Pax 2 have outdone themselves: using a research-point system, you can create more than 1,000 distinct technologies, including medical and genetic advancements, often quite exotic.

Starship design and deployment is vital, whether your main priority is mili-

tary conquest or economic dominance. Available ship classes range from carriers and dreadnoughts to fleet-tenders and immense cargo vessels. Your technicians and admirals will automatically generate new ship designs, based of course on research breakthrough, and they'll usually do a reliable job of it.

If, however, you want to custom-design some specialized vessel, you can do so in great





detail. Initially, ship designs are depicted as wire frame objects, which then morph-out into fully rendered three-dimensional image, even as you watch.

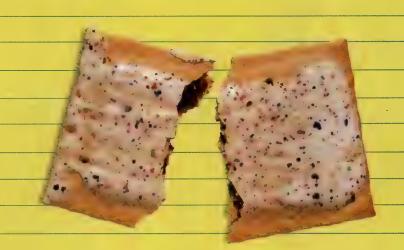
Battles are enacted in what
Blizzard describes as a "rendered holographic simulation field." While I'm not
exactly sure what that means, it translates — to judge from the demo
sequences I've been looking at — into
slick, exciting images of space combat.

I'm a sucker for this kind of game (is there any science-fiction fan who isn't?), and have probably put in almost as many hours exploring and exploiting galaxies as I have with the historical wargames that are supposedly my specialty. Given the success of the original Macintosh Pax Imperia, and the comparable popularity of Master of Orion and Ascendancy, this game should appeal to a large, enthusiastic audience.

As they proved with the hugely popular Warcraft in 1994 and continue to prove with Warcraft II, Blizzard's designers have an uncommon grasp of the elements that make for addictive gaming experiences. Pax Imperia 2 looks like a vast, deep, absorbing program, and I for one can't wait to get my hands on it.



# Confessions OF A GAME ADDICT:



Day 1: I was driving down the freeway eating a chili dog, shifting into fifth, balancing a copy of WIRED on my lap, when the cellular rang. It was Bob from Sierra. He wanted to know if I could write reviews for a bunch of new CD games they had coming out.

I had 40 days, 15 games, and a closet full of sunflower seeds, instant coffee and Pop Tarts.

HOW COULD I SAY NO?

## Day S: I'm not sure Chapter 6 of Phantasmagoria

## GABRIEL KNIGHTS THE BEAST WITHIN



The top two computer gaming magazines both named the first Gabriel Knight mystery the best adventure game of the year in 1994. Creator Jane Jensen might want to start dusting off her awards shelf again, as The Beast Within mixes a strange, new brew of mutilation murders, a centuries-old curse, and criminal misdeeds on multiple CDs.

Gabriel Knight, a detective of the supernatural, is summoned to Munich to investigate a series of murders blamed on werewolves. The edge-of-your-seat tale unfolds to implicate the mad

Shrewd thinking and paying attention to details are rewarded as players unravel clues while taking on the role of Gabriel and his partner, Grace Nakimura. Shot on location in Germany and the U.S. with more than 40 surprisingly talented actors, *The Beast Within* is possibly the most visually stunning, realistic adventure game to come out on CD this year. Even the photo on the box is enough to induce a minor heart palpitation.

King Ludwig II, a lost Wagner opera, and Gabriel's own dark past.



INTERACTIVE CINEMA The rich, realistic movie-like look of The Beast Within

came from shooting more than 1,000 backgrounds here and in Germany.

VIN'95 WIN DOS MAC

### PHANTA HORROR



Unless you've spent the last couple of years spelunking in Zanzibar, you've already heard of Phantasmagoria. Now it's finally here with all the

elements of a big hit: a master story teller in the person of Kings Quest® creator Roberta Williams, feature-film quality footage, and a story so rich and elaborate it took a record-setting seven CDs to contain it all.

The tale of Don and Adrienne's bizarre discoveries about their newly-acquired mansion is told in realistic live video. No, you don't watch a movie and then click on a plot option. You run this show.

But the thrill of *Phantasmagoria* isn't simply the technology, it's also the story. As Adrienne explores her new home, its dusty secrets begin to reveal themselves. The original owner, an illusionist, died in the house after the suspicious disappearances of his



INTERACTIVE NIGHTMARE The most film footage ever shot for a CD game lends Phantasmagoria the sinister qualities of a great horror feature film.



# what's more frightening:



## SMAGORIA

many wives. An evil force still inhabits the maze of rooms, and its effect on Don is disturbing, terrifying, and deadly.

With perseverance and wit, you can discover the clues that save Adrienne from Don, and Don from himself. This is truly the kind of game you'll find yourself staying up all night to play. And, with its decidedly macabre storyline, the middle of the night may be Phantasmagoria's finest hour.





HORROR ON 7 CDS Players control every movement of Adrienne and this game doesn't "show" you anything. You have to find it.



# DARYL F. GATES POLICE QUEST:



When he headed the L.A.P.D., Chief Daryl F. Gates founded SWAT, the first Special Weapons And Tactics team. Now these highly trained forces are the elite of law enforcement, while Gates' Police Quest: SWAT stands as the elite in tactical simulation games.

In this, the fifth installment of the successful PQ series, you join a

SWAT team, take intensive training, and learn to handle advanced class 3 weaponry, like an MP5, Benelli tactical shotgun, M16 and LASH radio. After a few hours on the shooting range comes the "fun" part. That is, if you consider getting nearly blown away in a real-life crisis fun. Work with your team, make the right split-second decisions, fire accurately and you could advance through the ranks to become an Element Leader. Mess up, and it could cost you your on-screen life.

The video action was shot using actual SWAT officers at their training facilities and in the streets of L.A. to lend an unmistakable air of realism. At least some of the country's major police departments think so-they now use Police Quest CDs to train their officers.



DEAD-ON AUTHENTICITY Police Quest: SWAT doesn't kid ground. mishandle your weapons and you're toast. WIN'95 WIN DOS

## Day 14: My family keeps bugging I told them, can

## TO BIN'S PASSAGE



Leave it to Al Lowe-creator of some of the most entertaining and games-to unleash Torin's Passage on the world.

In coming up with this remarkable new game, he has delivered to our CD drives an adventure game with as much intrigue and brain-twisting challenge as any hard-core gamer has ever tackled AND a funny, musically-rich, visual treat that takes gaming to a new level.

Torin's Passage is the story of a young man's encounters in the nested worlds beneath the surface of the planet, Strata. These bizarre lands, replete with flowing hot lava, unworldly creatures, and a host of other cunning obstacles, must be traversed if Torin is to reach his goal.

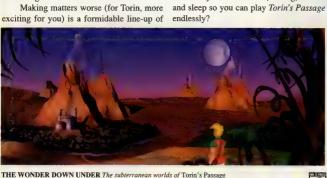
exciting for you) is a formidable line-up of

brain-teasing puzzles at the end of each chapter-all of them, double black diamond challenges.

There is one word to describe the enduring computer artistry in Torin's: "whoa!" Multi-plane scrolling, spectacular backgrounds, and hand-drawn cel animation add a depth and realism you've never seen in a game before. The sheer talent and imagination of the artists is, by itself, worth the price of admission

> But your eyes aren't the only things that get to dip into the candy box, Torin's also features an original digital music score composed by three-time Oscar" winner, Michel Legrand.

> There's a pop-up TelePrompTer™ that lets you replay dialogue to listen for crucial clues, plus a 3-D interface with online hints for the less-experienced players. There was, however, one hint missing: How do you avoid work, eating, chores endlessly?



provides the setting for a challenging quest with brain-teasing

puzzles and humor







# me to let them play Torin's Passage.

## SHIVERS



It's amazing to think that the same computer used to balance the family checkbook can produce an even bigger scare. What's required is the addition of a terror-filled, nail-biting, spine-tingling CD like Shivers.

In this new game aimed at teens and adults, players must rely on their

wits and raw nerve to survive a nightmarish trip through a surreal, abandoned museum. The goal is to vanquish the ghosts and phantoms that haunt the museum before they steal your life's essence.

Along the way, a series of beads-of-sweat-producing puzzles await, along with chilling moments of live-action video that delivers twists and turns in the plot.

Shivers sets a haunting stage through an eerie original music score and "as seen through your own eyes" graphics. The first-person views are handsomely rendered, you might even say "mystical." But the real draw remains the story.

It tantalizes, draws you in, and-fittingly-gives you the shivers. This is definitely one game that will keep you glued to your seat. Or, at least, the very edge of it.



NOT HOME, NOT ALONE Players have to spend the night on guard in search of the evil spirits that haunt a sinister, derelict museum.



## HOYLE CLASSIC GAMES



"According to Hoyle" means "by the rules; done the right way." This remarkably sophisticated collection of 10 favorite games lives up to its name, giving families great variety, totally accurate play action, and an interesting twist on the old idea of playing against the computer.

Sit down at the Hoyle® Classic Games poker table, for instance, and you play against a rogue's gallery of computerized competitors. Take on a crusty, old prospector, an over-the-hill movie star, or a number of other players, each sporting an accent and an attitude.

The more you play, the more sides you'll see to their weird, witty personalities. Add in their different card-playing styles, and you end up with a much more fun (and realistic) way to challenge the microchips to a game.

Along with five card draw, you can also play bridge, solitaire, old maid, hearts, crazy 8's, gin rummy, checkers, backgammon, and hearts. With its cast of characters and jam-packed variety, you'll definitely want to ante up for this card game.

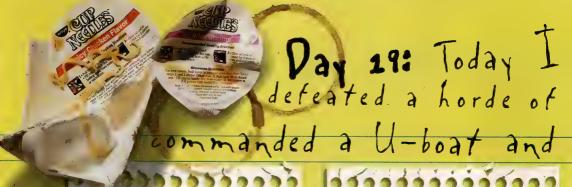


TEN GAMES IN ONE Hoyle® Classic Games give you ten card and

board games and 10 animated competitors to outwit. The "Hoyle" trademark is used under license from Brown & Bigelow, Inc







### TROPHY BASS



Surely you've seen them. Those guys on cable TV, sitting in a boat, reeling in a big one, saying stuff to each other like, "Oh, he's got a lot of fight in him there, Jim."

At last count, there were 50 million people in this country like Jim who love to feel the tug on a rod. And now they've got their own

computer game: Trophy Bass.

There are three sides to *Trophy Bass*. You can choose tackle, pick your bait, read the water, set the weather conditions, and then finesse your casting technique on one of five virtual lakes. Option two is to play in Tournament Mode and try your luck against conditions and competitors dished out by the computer.

Or you can get even more serious and watch the full motion video "how-to" section and pick up more than 100 nuggets of solid advice from America's top tournament bass fishermen.

Now, obviously, the Jims of the world are going to live this game, because playing can bring you more success out on the water. But, surprisingly, you don't have to know what a lunker bucketmouth is to get a charge out of *Trophy Bass*. As Jim would say, "It's a keeper."



CAST OF THOUSANDS The super-accurate simulation and detailed how-to information earned Trophy Bass the endorsement of BASS., America's largest fishing organization.

### **CAESAR**II



A city simulation? Hmmm, haven't I seen something like this before? Yes and no. Yes, you've seen amazingly-detailed 3D renderings before. And, yes, you've played sims that put you in the municipal driver's seat.

But, no, you've never played anything quite like Caesar II. For starters, if you do a good job

quelling riots, dowsing fires, recruiting soldiers and building great cities, you earn approval ratings that grant you the right to take on another province.

Then it really heats up. Along with wearing your city planner hat, you get to don the general's helmet and fight off hordes of barbarians in battle sequences (check out the Carthaginians on armored elephants). With each additional province you control, the closer you get to the best hat of all: the emperor's snappy laurel wreath.

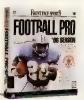
By combining great graphics, intricate strategizin and battle action, Caesar II isn't merely simulation. It's stimulation for those who hanker for action and power.



BUILT IN A DAY? The historical accuracy and detail in Caesar II's cityscapes are astonishing, while battle sequences—a twist for sim games—add another layer of challenge and fun.

fished for bass, barbarians, won the play

### FRONT PAGE SPORTS FOOTBALL PRO



**'96** 

When Football Pro '95 was hailed as "the best football game on the planet," you'd think Sierra would send in the third string and retire to the locker room for a tall,

frosty one. But, no. They put the pads back on, threw out the old playbook, and came back with Football Pro '96.

It keeps all the things that earned its forefathers the Best Sports Simulation award three years running: Slavish attention to real NFL player and team stats, a play book with over 10,000 combinations of X's and O's, and league play over CompuServe.

Ah, but that's the old stuff. For 1996, you can suit up as a player for an arcade game or appoint yourself coach for the football sim. What's more, 3D animations were created using films of actual players shot from dozens of angles simultaneously, so tailbacks juke, wide receivers sprint, and linemen grunt just like their reallife unterparts. The awesome realism of this new version is sure to earn some accolades. "Best football game in the solar system?" Could be.



THIS IS NOT TV The "motion capture" based 3D animation will have you think you've tuned in to the NFL game of the week But this is better: No commercials.

WIN'95 DOS

### COMMAND: ACES OF THE DEEP



Now hear this. All personnel who want to see how the Simulation Game of the Year has been improved, report to our software dealer. COMMAND: Aces of the Deep, with its increble realism and historical accuracy, has taken a giant leap forward with the addition of phenomenal

texture-mapped graphics and voice activation.

With Windows® 95 and IBM VoiceType®, you bark commands at your U-boat crew and watch them respond to your orders to dive, surface, fire torpedoes, and more. While you don't need the voice command option to play the game, it adds yet another dimension to the realism.

Your strategic skills get a sweat-producing workout in the cat-and-mouse pursuit sequences, while a new two-mode deck gun lets you play a more arcade-style game. Here, you get to do to other ships what COMMAND has done to other simulation games: Blow them out of the water.



DIVE! DIVE! Shout out the orders, and your crew reacts on the double in the first voice-activated CD-ROM simulation game ever. IBM VoiceType is a registered trademark of IBM Corporation.



## Day 27: It took 3 but I finally reached Level

### J-D ULTRA PINBALL



The pinball wizards at Sierra have just come up with a better idea on how to stick five vertical feet of pinball machine onto seven inches of computer screen. While most other pinball games show you the table as if it were shot pointing straight up, Sierra's 3-D Ultra Pinball slants the table so you can see the whole thing easily without scrolling. This bit of cleverness was then totally exploited with the most amazing spacescape graphics to appear this side of Alpha Centauri.

Another innovation: 3-D Ultra Pinball uses advanced physics formulas to give you an uncannily accurate feel of a real table. Thanks to genius programming from some people who weren't sleeping during Physics class, flipper responsiveness, table bumping, ball rolling and ricochets look and react just like an authentic tavern machine. It even tilts like classic pinball. Damn!

The game's three tables can be interconnected so you can keep going until the sun comes up. And action on all versions is super fast; an amazing feat especially for a Windows® game. If there's one downside to this addictive game, it may be that the garbage isn't going to get taken out for a while, and the dog may have to start walking himself.



FAST AND FURIOUS The full dimensional graphics of 3-D Ultra Pinball haven't slowed things down.
Action is fast, frenzied, and richly animated.



## THE



Now that the Windows® 95 frenzy is going full tilt, you may wonder, "is there a game specifically designed for this amazingly cool new operating system that takes full advantage of its multi-threading capa

bilities?" Or perhaps you'd like to know, "is there a game so incredibly wicked that it will actually increase my supply of testosterone?"







The answer to both questions: Yes. And you're looking at it.

Thexder flies, runs, jumps, morphs into a tank or plane, and blasts his way through five worlds, each with ten different levels of increasing hair-pulling difficulty.

Your job in all this is to help *Thexder* work his way through mind-numbing mazes while steering clear of energy fields, sheer drop offs, and other assorted game-enders. Then, in addition to robots, aliens, cyborgs and other





solid days, 10 of Thexder. member of the family jumped for joy.



## XDER

enemies, Thexder also has to contend with burning lava, crushing ceilings, and unpredictable explosives.

Thanks to your droid-fast reflexes, and Thexder's ability to morph, you can struggle your way to the 50th level to face Primus Tech, the numero uno enemy. Actually, there are other enemies you can take on: the bad dudes you play against on your network or your modem.

All this battling is supercharged courtesy of Windows® 95. Along with the main horizontally-scrolling action window, there are five additional screens to keep you filled in on your position, available equipment, enemies and weapons. Due to that multi-threading business,



every screen is constantly updated without slowing down the main action one hair.

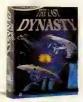
Thexder-sure to be one of the season's best sellers-has arrived, pumped on Windows® 95 steroids, and ready to do some serious damage.



LIKE A MALL MOVIE THEATRE The five screens of Thexder churn out loads of info and action simultaneously. It's all made possible by the only game to take advantage of the multi-threading abilities of Windows® 95.



### LAST DYNASTY



Last Dynasty isn't the best new game to come along in a while. It's more like two of the best.

Start by parking yourself in its first-person, full-view, real-time combat simulator. The completely customizable cockpit, with continuous on-line help, locks on and destroys typical space fight games. The information overload as you

plan an attack, while your radar and windshield fills with enemy ships, is truly stomach-churning. Then comes an even cooler part: You can grab a momentary breath during all this chaos by switching into strategy mode, where you can map out and execute your next attack from a mega-choice of battle strategies.

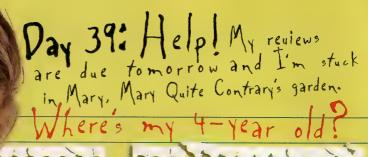
Carrying the action game forward are spectacular interactive cinema clips, haunting original music, and enough mindracking tension to have you sweating an arsenal worth of bullets.

While the action side of this equation beats most pure space arcade CDs at their own game, Last Dynasty shines again in the fully-rendered, high res scenes in the adventure portion of the game. This mind-puzzler takes place aboard a multi-level space station. From a first-person angle you explore, look for clues, remove a few ruthless strangers, and keep your nerve endings on alert-mode in wait for a surprise attack.

Consider Last Dynasty as an excellent, addictive, warp speed, mysterious, challenging, over-stim'd value.



DOUBLE YOUR PLEASURE If you can't make up your mind between the action overload of a space fight, or the brain tease of an adventure game, Last Dynasty gives you both.



### THE LOST MIND OF DR. BRA



You have to love something that makes your kids smarter, keeps them happily occupied for hours, and isn't TV. In this case, that something is The Lost Mind of Dr. Brain.

This third installment in the immensely popular Dr. Brain series gives kids 10 different wildly entertaining puzzles to solve-each chal-

lenging the 10 learning centers in real live kid brains. Some involve mazes, others memory games, and there's plenty of fun with words and music. Since you can set the degree of difficulty, both ten-year olds and teens can have their brains put to the test.

But here's the real truth. These puzzles are also a blast for those of us who, ahem, haven't doodled on a Pee Chee for many moons. (My favorite: sending the right colored balls down the railroad track maze to the station.)

So don't get the idea this is some stuffy, bookish "learning aid." The puzzles are pure fun, surprisingly funny, and always a challenge. If you've got kids, buying The Lost Mind of Dr. Brain is clearly a no brainer.



BRAIN CENTRAL There's an object to this game: Help restore Dr. Brain's brain which he accidentally transferred to his rodent assistant, Rathbone.

## MIXED-UP MOTHER GOOSE DELUXE



The list of the awards Mixed-Up Mother Goose has won from magazines, parents' groups and the software industry could fill up the rest of this page. And no wonder. Here is a game that has introduced more than 500,000 little ones to the

computer, while helping build their problem-solving and learning skills.

Sounds like a textbook? It's not. In the new deluxe version of Mixed-Up Mother Goose kids search through Mother Goose Land to find missing objects from classic rhymes. A successful recovery is rewarded with a song-but not like you've ever heard before. Imagine "Little Jack Horner" done in reggae and you'll get the idea.

The game can be played in English or Spanish, and there's a free bonus audio CD of the 18 songs in the game so kids can sing along after you've commandeered the computer so you can play your games.



TAKE A GANDER Mother Goose Land is laid out in beautiful hand-painted graphics, with dozens



oft Corporation. Macintosh is a registered trademark of Apple Computer. Pop Tarts is a registered trademark of the Kellogg Company. Cup Noodles is sistered trademark of Nissin Foods, WIRED is a registered trademark of Wired Ventures Lid.



of places for kids to explore.

Day 42: Fried my computer. Entered Sierra Sweepstakes to win an IBM® Aptiva "Ultimate Gamer." éceééééééééééeeetéeett. We're giving away five IBM Aptiva "Ultimate Gamer" systems with Pentium® 133 Mhz processor, 16 MB RAM, 3.4 GB HF, Six Speed CD-ROM, 16-Bit Wavetable sound, 3-D graphics card, 2 stereo speakers with sub-woofer, and a 17" SVGA monitor (15.7" viewable image size). You want? Option A: Scour all 10 pages of the Sierra ad, answer the

	questions below, send the card back to us by February 14, 1996 and pray mightly to the game gods. Option B: Buy your own by calling IBM PC Direct at 1-800-IBM-2-YOU.							
,	Which Sierra game comes with 7 CD-ROMs?							
_	Which Sierra game takes place in an abandoned museum?							
	Which Sierra game visits subterranean worlds?							
	Which Sierra game features voice activation?							
	Name							
-	Address							
_			State	Zip				
-	No purchase necessary Offer good in USA only. Sweepstakes is open to residents of the US over 18 years of age. You may use this card or enter on a plain 3.54-inch card. All federal, state and local laws apply. Taxes, if any, are the sole responsibility of the prize winners. Decisions of the judges are final and binding. Offer void where prohibited by law, Employees and family members of Sierra On-Line or	question, one entry per household.  Entries will be randomly selected and answers verified for correctness to identify and telect unners. Winners will be selected February 15, 1996. Grand Prizes will be shaped to winners at address shown on entry form. Total approximate value of Grand Prize is \$5,000 each. Winner cannot transfer nize. Prize is not redeemable for cash	Winners will be announced on Sterra forums on-line and Spring issue of InterAction. For a list of winners, available 90 days after Sweepstake drawing, send a stamped- addressed envelope to Winners List c/o Sierra On-Line, P Box 53210, Bellevue, WA 98015-3210.					
	IBM Corporation are not eligible. Odds of winning depend upon number of entries received. Only one answer per	Each winner will be required to sign a release allowing Sierra to use his or her name and likeness in advertising.	IBM	Aptiva.				
_	IBM is a registered trademark of International Business Machines Corporation. Aptiva is a trademark of IBM. Pentium is a registered trademark of Intel Corporation.							

Day 48: Bought two Sierra games, got a third free\*. Free game was actually not junk. Hard to believe, but there are even more Sierra games than we could squeeze into this ad. So check them all out by going to the place where you like to buy games or call 1-800-757-7707 and order directly from Sierra. Then, when you buy any two games from the list below between November 1, 1995 and January 31, 1996, you can select one more from the other side of this card and we'll send it to you for free. Adi's Comprehensive Learning System □ Last Dynasty Shivers ☐ Space Quest 6 Caesar II □ Lode Runner On-Line COMMAND: Aces of the Deep Lost Mind of Dr. Brain ☐ Thexder

☐ Front Page Sports: Football Pro '96 ☐ Mixed-Up Mother Goose Deluxe □ 3-D Ultra Pinball Gabriel Knight: The Beast Within ☐ Outpost 1.5 ☐ The Incredible Machine 3.0 ☐ Hoyle® Classic Games Phantasmagoria ☐ Torin's Passage ☐ Kings Quest VII, 2.0 ☐ Police Ouest: SWAT ☐ Trophy Bass □ Print Artist 3.0

Well, OK, free plus \$5.95 for postage and handling.



121

Ħ ×

Coarsegold, CA 93614 Sierra Sweepstakes



### Buy two Sierra games, get a third game free.

Fold along this line

Check the box in front of your free game from the list below and mail this card with your check or money order made out to Sierra On-Line for \$5.95 for postage and handling, dated receipts and proofs of purchase from both games (the UPC bar code from the cartons) to: Sierra Buy 2 Get 1 Free Offer

P.O. Box 3404 Salinas, CA 93912

You can also take advantage of this offer by ordering directly from Sierra at 1-800-757-7707 24 hours a day.

- ☐ Berlitz Spanish
- ☐ Casino Deluxe
- Castle of Dr. Brain
- ☐ Front Page Sports: Baseball '94
- Gabriel Knight: Sins of the Fathers ☐ Hoyle's® Classic Card Games
- ☐ Incredible Toon Machine

- ☐ LandDesigner
- ☐ Leisure Suit Larry 6
- ☐ Leisure Suit Larry Collection
- ☐ Lode Runner: The Legend Returns
- ☐ MetalTech: EarthSiege
- ☐ PowerHouse
- □ Red Baron w/ Mission Builder

- ☐ Space Quest Collection
- ☐ Talking Tutor: Alphabet Blocks
- ☐ Talking Tutor: Beginning Reading
- ☐ Talking Tutor: Early Math
- ☐ Talking Tutor: Kid's Typing
- ☐ Talking Tutor: Spelling Blizzard
- ☐ Woodruff and the Schnibble

#### SHIP MY FREE GAME TO:

Name Address State Zip City

Please allow 4 to 6 weeks for delivery. Offer valid in the U.S. and Canada only. Not valid with any other offer. Requests must be postmarked by February 15, 1996. This offer may be discontinued without notice. Sierra reserves the right to limit quantities. No dealers, please.

## Nemesis: A Wizardry Adventure

### Sir-tech returns to its roots with a new angle on a RPG legend

The people who helped create computer roleplaying games return to the world that made them famous — and it's Wizardry like you've never seen it before.

— T. Liam McDonald



Game: Nemesis: A Wizardry Adventure Developer: Sir-tuch Publisher: Sir-tech, Ogdensburg Business Center, PO Box 245, Ogdensburg, NY 13669, (315) 393-6633 Projected Price: n/a Amount Done: 80%

### In a nutshell

Combine real-time combat, adventure gaming, and roleplaying, and you have a whole new type of Wizardry game.

### What's so special?

This combination of elements has never really been tried before, and if the game plays half as good as it looks, it'll be a landmark

### Whu should I care?

Sir-tech has solid chops for class-A gaming, and Wizardry is the granddaddy of RPGs, so you can expect something pretty entertaining.

### And when's it coming out?

years since the name "Wizardry" last appeared on a new game, with Crusaders of the Dark Savant. Those three years have seen amazing growth and upheavals in the gaming industry that Norm and Rob Sirotek, heads of Sirtech software, helped create. Publisher of the first big computer roleplaying games, Sir-tech has stayed an independent entity while other small publishers were swallowed up by larger companies. And now, with a new team of developers capable of meeting the high technological demands of new games, they're ready to start making cutting-edge games again. Hot on the heels of Jagged

t's been more than three

of Wizardry adventure. Long-time roleplaying gamers are already arching their eyebrows and muttering beneath their breath: a Wizardry adventure? Has Sir-tech gone soft? Is the dense, complex play of past Wizardry games past being supplanted with a fuzzybunny, user-friendly adventure games a la Myst?

Alliance and the award-winning

Realms of Arkania titles. Sir-tech is

Rest assured, the Siroteks have no intention of abandoning their loval. hard-core gaming market.

Wizardry 8 is in the works, and will have all the elements - multi-character parties, phased combat, complex characters and story lines - that made the series great. But more non-gamers are getting computers and looking for entertainment, and the cries for a first-person, real-time combat Wizardry game could no longer go unanswered. And so we come to Nemesis, the brainchild of Norm and Rob's younger sister, Linda Currie.

When Currie was in high-school, her older brothers were creating some of the first computer roleplaying games, and Currie quickly became the house expert on Wizardry. She played through the entire series and learned them inside-out, becoming Sir-tech's best source for helping people out of sticky Wizardry situations. After working for Sharp Electronics for a time, she came back as a producer for Sir-tech, heading up Jagged Alliance and, in the process, marrying lead designer Ian Currie. Once



### Setting the Stage







Sir-tech's background rendering is impressive throughout Nemesis. The developers worked hard to make the pre-rendered scenes look three-dimensional.

Sir-tech started building a new in-house development team to keep pace with the increasing technological demands of the new market, Linda began work on a new type of fantasy game: Nemesis: A Wizardry Adventure.

"We wanted this game not to be intimidating or complex," Currie says, "with an easily figured-out interface. It's a cross between an adventure game and an RPG, and it probably will feel more adventure-like. One of the things we found was missing in a lot of games like Myst is interaction. There were no other people, no creatures, no conflict.

and those were the elements we'd like to see in a game."

PC GRMER December 1

Toward this end, they divided the game into several separate elements: combat, puzzles, exploration, narrative movies, and NPC interaction. As Currie points out, "We want to have all these elements molded together into a single game, so that it offers the enjoyment of adventure but the conflict of a combat game. We also wanted to introduce realtime combat, but we wanted it finessed enough so that you a had a chance for something more than click-click-click. We wanted some strategy in terms of what weapons you would use and what approach you would take. The combat also has to take place slowly enough so that if you saw a creature attacking high and to the left, you could block that

The result is a game that's Myst-like in its graphical look, but more complex in terms of play. The interface is simple: the left mouse button controls your left hand, the right button controls your right hand.

You can have any weapon in either hand, so you can attack or defend with either hand.

The game's magic system is also very simple. There are sixteen possible spell effects, but only eight icons, since each spell falls into either the attack or defense category. To cast spells, you keep a focusing talisman in hand, and you can change spells very quickly without a time penalty. Movement through



the game world is step-based, but a scaling technology is being created so the perspective can scroll smoothly instead of stepping.

All the creatures you encounter move in real-time, which made meshing the stepping movement and real-time engine tricky. Sir-tech's designers had to work hard to make the two-dimensional, pre-rendered scenes look three-dimensional. Using scaling, shadows, and other tricks, however, they've managed to create an elaborate gaming environment that effectively blends real-time action with pre-rendered scenes.

In Nemesis, you play a lone adventurer in a world facing a dire threat from something called the Nithos Shadow. This shadow is the offspring of some ancient magic that is once again emerging, and for reasons that are not exactly clear, it's targeting you for attack. Rian, a sage in the high council of the city of Galican, sends you on a quest to uncover the secret of the shadow and stop it. This force is part of an of an ancient power discovered long ago by a society known as Nithera. The Nitherin Mages were not evil people, but as they tapped into this unknown power, they eventually lost control of it and were annihilated. All that remained were seven magical talismans, which have resurfaced throughout the ages, with destructive results

Your quest is to locate the talismans and deal with the threat, making sure that it never resurfaces in the future. Along the way, you encounter a variety of friends and foes (and you won't always know which is which). You also have to



cast during gameplay.

learn why this force is targeting you, and

what your link is to the Nitherin Mages.
Gameplay itself involves a number of
different aspects: There are item-related
puzzles, character interaction, traps, and
combat with various foes and creatures.
And although, as Currie points out, the
size of the worlds you travel through are
"not that vast, there's always enough hap-

pening and lots of things to do." But what makes it a Wizardry adventure? "No, it does not share a common world or creatures with the other games. What it does have is the qualities that Wizardry stands for: an epic story, intrigue, mystery, and arsenals of unique items. It also goes in a new direction." Nemesis stands to introduce a whole new range of people to the Wizardry name, people who didn't even have PCs when the most recent titles were released. Such an accessible and entertaining game may help people crossover to the more complex roleplaying games. Who knows? It may be just the thing a sagging RPG market needs to revitalize itself for a new audience.

266





Take a trip into the third dimension with the suicidal superstars from the craziest puzzle game around! Explore fully texture mapped, real-time 3D environments packed with lunatic Lemming action. Test your wits against this all-new brain teaser – it's the most fun you can have rescuing rodents!



## GTARTREK: JU LIMITED COLLE

### A stellar collection of rare STAR TREK memorabilia,

Have you ever wished you could talk to Gene Roudenberry? Now you've got the chance.

Just take a seat in the captain s chair and Roodenberry

joins you on-

serious collectors!



screen for an interactive. Quicktime "
interview. He'll reveal the answers to a

galaxy of Intriguing questions as he shares his vision and his genius. This up close and personal interview, never before been seen in the U.S., is a must for all

Leonard filmoy hosts this multimedia
Collector's Edition and narrates the Fullmotion video "Making of STRR IREK:

Judgment Ritss." This behind-the-scenes look offers a unique and fascinating opportunity to witness the evolution of this epic CO-ROM adventure game.

In addition, sitting in Spock's chair will activate an all new interview, also previously unseen in the U.S. Using an interactive Format, you ask all the ques-



tions and Leonard
Rimog has all the
answers... just as
you'd expect from
the venerable Vulcan.

The five year mission continues with eight STAR TREK.Judgment Rites episodes. This time you are in command. But, there is one problem — you are being watched. By

whom and by what goudo not know



Even Spock can not accurately process
these strange occurrences. Is that truly
an ancient WILL triplane

heading straight for you at Warp & appeal? Could it be Tretane? How could your sensors suddenly report life forms on a dead planet? Where bid that primitive race get such advanced technology? It couldn't be Br. Bredell

and the Vardaines ... or could it?

Game play is enhanced with 2 CO-ROMs full of dramatic, highly-rendered cinematic sequences and the actual voices of the entire, original STAR TREK crew. Brilliant 30 explosions, convincing deep space encounters, and for the First time, the actual voice

Interplay

BY GAMERS. FOR GAMERS.

(7972 FITCH AVENUE INVINE: CA 92714 (714) 553-6678



Beam up to interplay 4 out of the world Website at note //www.interplay.com
Praymount Star Trek videos are available where videos are bold.

# DAMENT RITES CTOR'S EDITION

### packaged with a spectacular CD-ROM adventure game.

### BENEFICE

of the Enterprise " computer all ergo an out-of-this-world gaming experience. When you hear the legendary Captain Kirk'", the wit and wisdom of Mr. Spock'" and the irrepressible personalities of McCog'".



Scotty". Sulu". Checkov" and Uhura".
you'll swear you've been beamed into the
continuation of the original five-year mission.

STAR TREK: Judgment Rites Limited.

Collector's Edition is a multimedia treasure

For any STAR TREK Fan or adventure game

enthusiast. In addition in the Reddenberry and Rimoy interviews and host of other rare or unseen memorabilia, we've included a copy

of the most popular episode of the STAR TREK TV series. "City on the Edge of Forever," co-starring Joan Collins.

Rnd, as an extra bonus, you'll get one of our eight original STAR TREX:
Judgment Rites:
Coleonne pins. These bold and colorful pins are custom designed

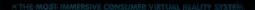
exclusively for the Collector's Edition. You won't find them anywhere elsel

STAR TREK: Judgment Rites Limited Collector's Edition

is more than a unique and original multimedia presentation — it is a part of the continuing legacy from the greatest kpic adventure of our lifetime. Bon't miss your chance to own a piece of STAR TARK history!



Product Information Number 152



SUPPORTED BY MORE GAMES THAN ANY OTHER VR PRODUCT

### HANDHELD CYBERPUCK" CONTROLLER

- . VIP" CARD SUPPORTS UP TO 125 PERIPHERALS
  - PATENTED QUICK-RESPONSE HEAD TRACKING
    - . FLIP-UP SMARTVISOR"



For IBM PC compatibles.

phone (716) 427-8595 fax (716) 292-6353.
America Online®: Keyword: FORTE or VFX (CompuServe®: GO FORTE Internet: SALES@FORTECH.COM)

COMFORTABLE ERGONOMIC DESIGN

HIGH-FIDELITY STEREO HEADPHONES

BUILT-IN MICROPHONE 🧢

• ONE YEAR WARRANTY

WINDOWS 95 COMPATIBLE

0 1995 Forte Technologies, Inc.

Aed World Route Technologies, Inc.







eday to high cool when votawictch

computer games on a monitor

Virtual Reality

ints you right in the middle of the action making

promise like Mechanism 2 unnembah telalistic

BRINGS OUT FEAR, ANGER,
AGGRESSION, AND OTHER
ANIMAL INSTINCTS.

PROGRESS.

seafor yourself vehy. EC Malgazine

called the Forte VEX 1 HEADGEAR

"the coolest peripheral you can buy for your PC."

Involveut at any incredible Universe store

or call, to the retailer hearest you.





You've heard about defensive driving.

Forget it. This is offensive driving. If someone gets in



your way, take them out with a burst of machine gun fire. And if that doesn't work, a Sidewinder

missile could be more persuasive. Welcome to the world of Zone Raiders. And you thought your commute was tough.





- Realistic 3-D driving created by simulation engineers
- Multiple tracks and hover cars
- Network play
- Available on PC CD-ROM
- Check out Zone Raiders contest information on http://www.vie.com



How's my driving?
Dial 1-800-Eat Lead.



One part Ferrari.
5 parts Sherman tank.



Apparently, nuclear bombs cause mutations in cars. too.





# Wooden Ships and Iron Men

Keep an eye out for Lord Nelson, will ya, matey?

It's been almost ten years since anyone's published an age-of-sail wargame — but here's one that could hit with the impact of a broadside of grapeshot.

- William R. Trotter

emember those great ship-vs.-ship duels in The Sea Hawk, Captain Blood, and John Paul Jones? The tension as the ships maneuvered for range and advantage? The shirtless gun crews, fuses lit, bending tensely over their can-

non? The crash of that first broadside? The stabbing muzzle-flames and rolling banks of smoke? The excitement of watching the enemy's hull splinter, his sails shred, his masts shatter and crash to the deck, trailing tattered canvas, like some huge, mortally wounded albatross?

Given such visual drama, one wonders why a whole decade had to pass before a new age-of-sail PC wargame appeared (I do not count games such as Pirates! or Uncharted Waters, in which

nautical combat plays only an incidental part).

I suspect the reasons were partly technological - only now have PC graphics become sophisticated enough to rival the visual excitement of the classic movies cited above and partly due to marketing perceptions. Wouldn't such a game appeal only to a small, specialized audience?

Not necessarily. C.S. Forrester's classic "Hornblower" novels have



never gone out of print in more than half a century, and his contemporary successors - Dewey Lambdin and Patrick O'Brien - regularly land on the bestseller lists. The romance of those stirring days is as timeless as the appeal of the Arthurian myths.

'When we'd completed Fifth Fleet for Avalon Hill and were discussing our next project," recalled Mike Inella of Stanley Associates, "I got very excited



Game: Wooden Ships and Iron Men Developer: Stanley Associates, Inc., 300 N. Washington Street, Alexandria, VA 22314, (703) 684-1125 Projected price: TBA Percentage complete: 80%

This PC conversion of a classic Avalon Hill game lets you recreate some of history's classic ship-to-ship duels and practice a fascinating but arcane variety of tactics.

### 's so soecial'

There hasn't been a game devoted to this subject since The Ancient Art of War at Sea, published in lour-color CGA graphics almost a decade ago - in PC terms, that really is ancient. Fans of the Nelsonian era have had to make do with board games and a lot of imagination.

### Whu should I care?

Has there ever been a more beautiful instrument of war than a ship-of-the-line under full sail? Has there ever been an era of warfare whose basic brutality was more clothed in romantic legend? Wouldn't it be a helluva rush to fire a broadside of chain-shot and see the enemy's mainmast come crashing down like a chain-sawed redwood?

### And when's it coming out?

Winter 1995



### "Despite the brutality of shipboard life in those days, there's an incredible swashbuckling romantic appeal to the subject."

**-**

- Mike Inella, Stanley Associates



Relive the exploits of naval heroes from several countries — many of the scenarios are devoted to battles that are not well known, but are just as dramatic as the famous engagements.

about the chance to do Wooden Ships. It's a great board game, to be sure, but I thought we could do a PC treatment that completely eliminated any feeling of counting hexes. We want the player to feel like he's really in these battles; that's one reason why we used the very unorthodox true-perspective technique in the graphics."

The heart of WSIM is the powerful scenario builder, which allows you to swiftly recreate any of the great historic duels, or to construct engagements of

your own devising. Victorious captains will especially appreciate the VCR feature, which saves entire battles in the form of movies, so you can replay them to your heart's content. Losing captains will appreciate the added feature that allows you to "jump back in" and take command at any point in the battle - just in case you turned to port at the wrong moment or waited just a few seconds too long to unleash that broadside.

In the campaign mode, you assume command of an American ship at the start of the War of 1812 and take her out on a cruise. The game's a bit

like Silent Service in this mode, since there will be days when nothing happens and your logbook entry will be terse: "Wind from the North. Exercised men on deck. No sails sighted."

On other days, you may intercept a valuable merchantman, or fight a duel with a British frigate. In combat, there are plenty of decisions: take men off the guns and send them aloft, in order to gain more maneuverability? Try to hold fire until you're within chain-shot range, or open up at 1500 yards and hope your



and the VCR function lets you build a library of movies depicting your gallant victories.

solid-shot takes out a mast? Form a boarding party?

Combat graphics rival the battle scenes in those classic movies: great rolling clouds of smoke, forests of waterspouts, clouds of splinters, holes in the sails ... all the right stuff, all rendered very realistically in terms of color, perspective, and detail.

Fans of this historic era are going to love this game. Mike Inella summed up its appeal very aptly: "Despite the brutality of shipboard life in those days, there's an incredible swashbuckling romantic appeal to the subject. Just think of all the great, ringing phrases: 'Don't give up the ship!,' or 'I have not yet begun to fight!.

"In every one of those battles, you had skilled, determined, men on both sides, whose very honor was at stake. Ironically, if you set up the Seraphis/ Bonhomme Richard scenario in the game, John Paul Jones almost always loses. But his iron determination not to lose his ship tipped the balance, despite the odds. We've tried to incorporate that heroic quality into the game.

From what I've seen of the Alpha version, Wooden Ships promises to be a heroic game indeed.



The crew status screen lets you assign men to the sails, to repair duties, or to poarding parties.

# BIOFORGE

It's gonna be that kind of day ...

GOOD THING YOU'RE

STILL ANGAY!















Prodi maloj s. r 83

An enhanced version of BioForge plus brand remissions and feature improvements.

- Enhanced artificial intelligence
- Automátic Tracker shows locations of enemy Helaims
- Gauntlet teature

Hond to hand combal seap an

Available from Electronic Arts® Direct Sales 1 800 245-4525



http://www.ea.com/origin.htm

SOME MEMBERS OF

CONGRESS TRIED TO

Its

BAN "NIGHT TRAP"

FOR BEING SEXIST AND

OFFENSIVE TO WOMEN.

(HEY. THEY OUGHT TO KNOW.)

It seems that not everyone is

if you don't wear a navy blue

rescue a houseful of teenagers from a bunch of sickold vampires who do indescribably

mistakes can prove to be quite ugiy. See for yourself. (And get "Dangerous Games,"

purchase.) And while we're not arguing, we think some congressmen might benefit from

http://www.digipix.com. E-mail: digipix@digipix.com. 1-800-332-0032. Hight Trap is a trademark of Hasbro, Inc. 0.1992-1995 Digital Pictures, Inc. All rights reserved. All other bread

enthusiastic about the radical action in Night Trap. But chances are



sult and bifocals, you will be. After all, you'll be helping Dana Plato



disgusting things to their victims. It's not an easy mission. And your



the documentary of the Night Trap controversy, on CD-ROM free with



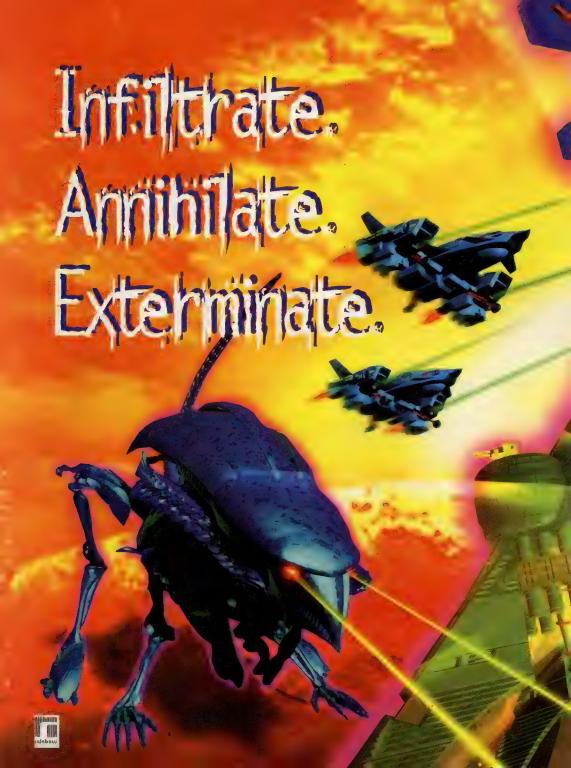
a second look too. (it might even keep some of them out of trouble.)













A two thousand year old mystery riddled with danger. ERPLEY'S Believe It or Not!





# MASTER! THE RIDDLE OF

THE LE

# Can you unravel it... or will it unravel you?

collector of the bizarre to solve one of the most intriguing Are you part detective, part thrill-seeking adventurer? You'd better be! Join Robert Ripley, samed explorer and true-life mysteries of the ancient world.

Thrust into the year 1936, you uncover a secret plot to



an evil nemesis. But time is running out! Race to exotic rule the world using an agepower. Now, it's up to you to stop the sinister plan of old talisman of mystic

"...one of those seemingly rare adventure games that manages to merge both graphics and story..." — Strategy Plus

"Exotic locales, cliff-hanging situations, fast-paced storytelling, fascinating characters, diabolical puzzles. The Riddle of Master Lu seems to have it all. - PC Gamer

locations, gathering clues to unlock a 2,000 year old riddle. Defy diabolical death traps and solve mystifying puzzles! Can you survive up to 60 hours of incredible globe hop-Explore more than 200 breathtaking and historically detailed environments. Interact with over 40 live video ping adventure packed with intrigue and danger?

realism like never before... Believe It or Not!" Don't miss characters. Super VGA graphics, a richly textured sound out on the adventure of a lifetime! Take the challenge of track, and breakthrough technology deliver captivating this revolutionary gaming experience home!



find out how you can get a demo http://www.sanctuary.com and

OF THE RIDDLE OF MASTER LU

Coming soon for Macintosh

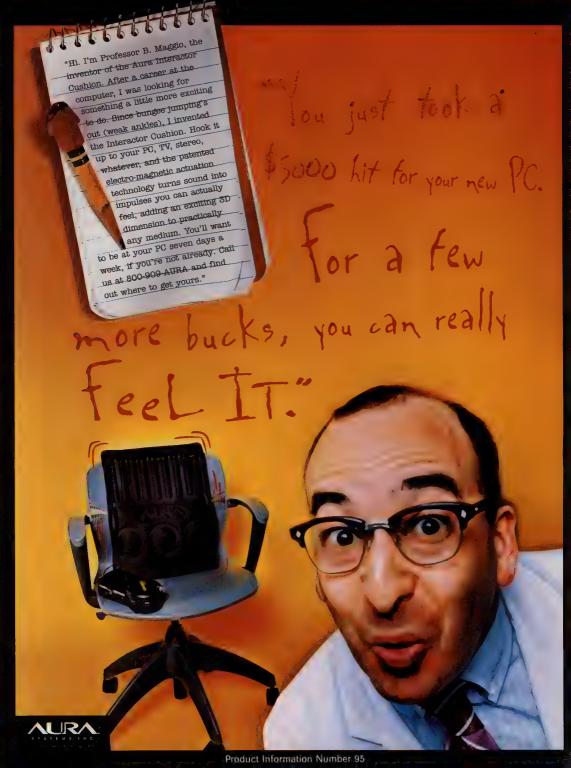
Visit us on-line @

Available for PC CD-ROM

SANCTUARY WOODS







### **EYEWITNESS**

NEWS • PREVIEWS • BEHIND-THE-SCENES REPORTS

### Playing with Power

NEC introduces the Ready PowerPlayer LE, a multimedia PC that's built just for gamers — and it's a real scorcher

If this ain't a sign of the increasing importance of PC gaming to the computer industry, we don't know what is: NEC, one of the biggest manufacturers of PCs and peripherals in the world, is now shipping an blazing-fast, full-featured computer aimed specifically at gamers.

The new machine, called the Ready PowerPlayer LE, went on sale in a limited test of 5,000 units in early November. If those sell well — and NEC is confident they will — the new machine will hit the shelves nation-wide in 1996, with a street price of just over \$3,000.

"The Ready PowerPlayer LE is an ideal combination of power and performance that lets users balance work and fun," said Murali Dharan, NEC's vice president of marketing for consumer PCs. "Who says you can't have your cake and eat it, too?"

The PowerPlayer LE system is a mix of some of the hottest hardware a hard-core PC gamer could want. At press time, the system included all these features:

- A 133MHz Pentium
   processor
- · A 256K Level 2 cache
- A 256K Level 2 cache
   A 1.6 GB hard drive
- 16MB RAM
- A 6-speed CD-ROM drive
- A 64-bit PCI local-bus graphics card with 2MB Video DRAM
- A 28.8Kbps modem with Digital Simultaneous Voice and Data and a full-duplex speakerphone
- A 16-bit sound card with 3D surround sound and wavetable synthesis
- A Microsoft SideWinder 3D Pro digital joystick
- A pair of Yamaha 10watt speakers



- A 25-watt subwoofer
- A hand-held remote for controlling multimedia
- A mouse
- · A microphone

NEC is planning to include a software bundle with the PowerPlayer LE system that will contain the following:

- Microsoft Windows 95
- Microsoft Works 95
- Intuit Quicken
- MidiSoft MediaWorks
- Netscape Navigator
- America Online, Compu Serve, Microsoft Net work, and Prodigy communications software
- Mechwarrior 2
- Shanghai: Greatest
   Moments
- Pitfall: The Mayan Adventure
- Furv<sup>3</sup>
- · Buried in Time
- NASCAR Racing



- · Command & Conquer
- Descent
- Silent Steel
- Magic Carpet Plus
   Microsoft Arcade

Sounds like a pretty solid gaming solution. Will any of the

other name-brand computer manufacturers jump on the gaming bandwagon? It's too soon to tell, but don't be shocked if even the biggest PC makers start taking more interest in our little hobby.

### UNDER CONSTRUCTION

haw! With all the craziness surrounding the holidays, things have been pretty busy around the PC Gamer offices. But never fear, our ears are always open for those tidbits and morsels hinting at the hottest upcoming titles. So here's the latest, and although most of these gamers won't be ready before Christmas, they may be well worth the wait...



### Command & Conquer: Red Alert

If you've already played through Westwood Studios' fantastic action/strategy game Command & Conquer, prepare yourself for even more gaming goodness. Always looking to make the best even better, Westwood will be releasing an add-on package to supplement their hit title. Command & Conquer: Red Alert is a prequel to the current game, giving more detail on the conflict between the Global Defense Initiative and the Brotherhood of Nod. It will include additional missions, as well as more information on the formation of the Brotherhood, a terrorist group bent on world domination. You'll be able to get the add-on package through Westwood's web site at http://www.westwood.com. Look for it sometime in March

..... Continued on page 87

# The New ImagiNation

Version 2.4 includes Front Page Sports: Football and plenty of changes

he ImagiNation Network is now releasing its latest software update. With version 2.4 of INN, subscribers to this online community of gaming afficionados will have all kinds of new opportunities for head-tohead competition.

INN started in 1991 as The Sierra Network, the brainchild of Sierra On-Line founder Ken Williams. The service at first offered only card and board games, but gained dedicated followers partly because of the strong sense of community it fostered among subscribers. Key to this — and still a hallmark of the service — was the ability to create faces for yourself to go with your user profiles, allowing a lot more of the user's personality to come through than most services.

The Sierra Network didn't really take off for a couple years, though, and outside funding (most of it from AT&T) was secured to help keep the service afloat. Along with AT&T's support came a new name — The Imagi-Nation Network — and the addi-

tion of new, more ambitious multi-player games to keep subscribers gaming for hours. In November of last year, AT&T purchased INN outright.

With version 2.4 of the INN software, players can look forward to two major new games: Front Page Sports: Football Online, and Free-For-All Red Baron. Although Red Baron has been on INN for a while, the new version of INN's most popular game adds support for multiplayer, kill-anything-that-moves aviation against some top aces.

FPS: Football Online, a multiplayer version of the award-

player version or un winning Dynamix series, holds the distinction of being the first and only online football sim on the market. The game carries the full endorsement of the NFL players association, so all the player names and stats are straight out of the '94-'95 NFL season.

Players first agree on a number of game conditions, such as weather, quarter length, and so on. Then the two meet on the gridiron, each calling the offensive and defensive plays and then watching as the resulting action unfolds. There's no arcade component to gameplay, it's coaching only.

Version 2.4 also marks the conversion of INN's host software from a DOS-based system to UNIX, which will help the network accommodate more users simultaneously, provide increased overall speed, and make future software upgrades much easier.









### F/A-18 HORHET ASSAULT ACTION MEEPS YOU ON THE EDG

The real thrill of flying today's most advanced aircraft is in the incredible avionics and weapon systems. Black Knight gives you the most realistic cockpit avionics you're allowed to own! You get a full array of weapons systems, including today's most advanced television-guided missiles and smart bombs (as seen in Desert Storm).

### State-of-the-art simulation technology gives you:

- advanced cockpit graphics and unmatched ground detail cockpit DDI's simulate actual F/A-18 weapon systems,
- including television-guided smart weapons real-world fog and cloud effects enhance realism on-board flight instructor talks novice pilots through the most difficult missions
- flight recorder with virtual camera and VCR controls lets you replay the action smoothest flying action of any current simulator full navigational and fLS system (Instrument Landing

- automatic missile view tracks smart weapons right into the target letting you live the moment of impact 3D stereo sound from real F/A-18s heighten excitement

- novel scoring system rates your skill over 50 complete combat missions you can fly in any order, plus unlimited free flight

Black Knight allows you to experience a level of realism only possible with the assistance of the U.S. Marines. Immerse yourself in the latest advances in simulator technology for your PC.







"...the most realistic F/A-18 simulator you can fly without enlisting!"

- Capt. Roger F.A. Arias









ADVANCED SIMULATOR SERIES

# GREATE NAVALE BATTLES

BURNING STEEL, 1939-1942

CD-ROM for IBM PC and Compatibles

# **Europe Aflame!**

SSI's masterful ADVANCED SIMULATOR SERIES sails on! GNB IV: BURNING STEEL" is an enormous simulation that covers all European theaters of war from 1939–1942.

You'll have access to the Italian, French, Russian and British navies — all major European ships and aircraft present in World War II!
A Random Battle Generator
lets you create unlimited
conflict — from small surface
engagements to full-blown
carrier task force battles!

Use the powerful Scenario Editor to create your own battles or modify existing ones in areas like the North Sea or the Mediterranean. For unprecedented control, a sophisticated customizer lets you alter various aspects of the game routines.

An intuitive, easy to use interface, Super-VGA graphics and an astounding sound track put this simulation right on target!

601-PLAY with Call 1-800-771-3772 for Game Rating information.







To order: call 1-800-601-PLAY with VISA/MC (North America only).

### The Atomic CD

### The Atomic Cafe goes multimedia

ayne Loader's amazing documentary The Atomic Cafe painted an unforgettable portrait of the birth of the atomic age, combining old footage from civil defense archives, the Pentagon, and other sources, to illustrate the horror of nuclear war. Yet at the same time, the film managed to find comedy in the campy, naively optimistic government films; as long as you remembered to "duck and cover" when you saw the flash of a nuclear explosion. anyone could survive an atomic homb blast

Now, Loader is revisiting the atomic age with a new CD-ROM called Jayne Loader's Public Shelter. The disc contains 40 minutes of video, 12 hours of audio. and

1400 text files on things atomic, all of it fully searchable.

Public Shel-

ter isn't merely a
CD repackaging of
The Atomic Cafe,
though. Much of the
footage included hasn't
been seen since the '50s, and
Public Shelter updates the topic
to include Department of Energy
secretary Hazel D'Leary's recent
admission that the Department of



Energy had conducted secret tests on the

effects of radiation exposure,
including
tests on ,
unknowing
American
citizens.
The disc
organizes the

what Loader refers to as
"World Wide Web pages — The to
not the Web of today, but the
Web of the future, when the
sounds and images load and play

material in a series of

With a second se

There are a number of browser pages in *Public Shelter*, which provide easy access to all the titles film, audio, photo, and text resources. The text files are fully searchable, too.

instantly." There are pages devoted to the Pentagon's official line on nuclear war, the com-

ments of every president since FDR, and so on. It's all very eye-opening, and still a lot of fun.

As of this writing, Public Shelter doesn't have a national publisher vet - which is hard to believe, considering the quality of this terrific title. You can purchase it through through Great Owl Books - (800) 299-3181 --- for \$79.95. You can also check out Javne Loader's Public Shelter on The Web at WWW.publicshelter.com.



In other Westwood Studios news, the creators of Command & Conquer, Lands of Lore, and Legend of Kyrandia have begun work on a game based on the cult-film favorite Blade Runner. The Ridley Scott movie, starring Harrison Ford as the rugged freelance bounty hunter Deckard, gathered a huge following well before the "cyberpunk" genre was popular. Also starring Rutger Hauer and Daryl Hannah, Blade Ronner was a wonderful combination of science fiction and film noir, based on Phillip K. Dick's book, "Do Androids Dream of Electric Sheep?

Westwood Studios has a big job ahead of it, though, as it seeks to accurately recreate the dark, brooding feel of the much-loved film — perhaps, the very reason its taken so long for anyone to even attempt a PC game based on the original. But if anyone can get it right, its Westwood, and considering the rich potential inherent in the story, the payouf could be phenomenal.

No word on what kind of game it'll be yet, but you can bet we'll be following this one closely. Blade Runner should be ready around fall of '96.

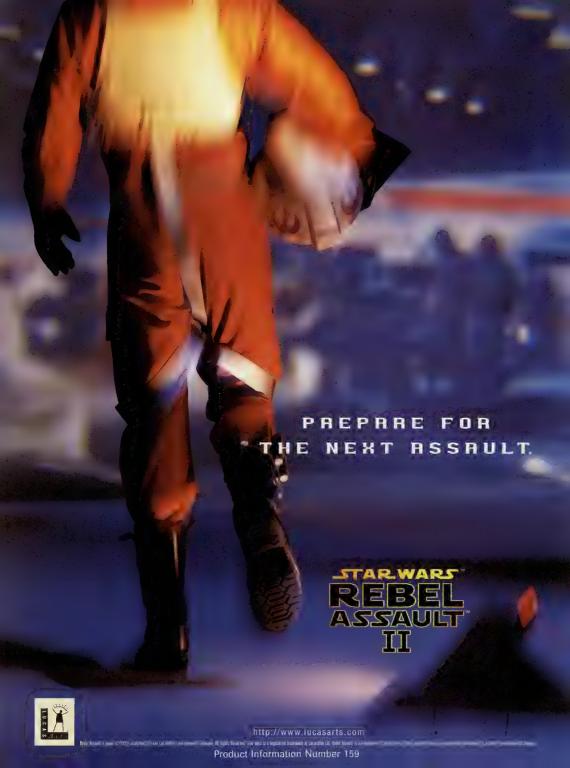
### Mechwarrior 2 Additions

Activision will soon be coming out with some killer new products centered around their hit title Mechwarrior 2— and it you've been dying to take on some multi-player human opposition, your wishes are about to be granted. The eagerly awaited network addition, Mechwarrior 2/NetMech, will be available early next yoar for multi-

... Continued on page 89



ing of the inevitable damage those pesky Soviets will do when they come at us with The Bomb.



### Sound Blaster's 3D Cousin

### Creative Labs enters 3D video arena with 3D Blaster

D video looks like it'll be the next big battleground in gaming peripherals. Thanks to Windows 95's support of 3Daccelerator cards and the growing interest on the part of game designers in exploring fully realized 3D worlds. video card manufacturers are almost universally scrambling to get the best 3D acceleration solutions to market

Now Creative Labs is weighing in with its new 3D Blaster, a 3D-accelerated video card aimed squarely at the gaming public. The new card will support Criterion Software's RenderWare device driver - an important part of the 3D Blaster strategy. Since more than 500 developers support RenderWare developers, the 3D Blaster will enjoy plenty of software support.

The heart of the 3D Blaster will be the GLINT 3D processor chip - a scaled down, "gaming" version of 3Dlabs' GLINT 300SX. used for CAD, modeling, animation and games authoring. The GLINT 3D supports accelerated texture-mapping and has the ability to manipulate the polygons that lie beneath the textures. This should result in visual quality and performance that will give even 32-bit game consoles a run for their money.

The GLINT 3D provides faster graphics by handling these video functions itself, rather than drawing on your PCs CPU. This should translate directly into improved game performance, and will also accelerate non-gaming applications like the next-genera-

tion VRML 30 internet browsers

Whereas many games today run at 320x200 resolutions with 256 colors, the 3D Blaster will accelerate games running at resolutions as high as 640x480



and 65.536 colors to twice their

non-accelerated speed. It will also be fully Plug-n-Play compatible with Windows 95, assuring easy installation.

For you techies out there. the 3D Blaster will feature double- buffered graphics, Z buffering, alpha transparency, hardware fogging, and texture anti-aliasing. If you don't understand all that, don't worry. Neither do we. But it sure sounds good.

How many games will support the 3D Blaster directly? Over 200 developers have already signed on, among them Electronic Arts/Bullfrog, Interplay, Mindscape, Papyrus, Looking Glass, and Ocean, Les Edgar. managing director at Bullfrog, said, "Creative Labs has a long history as an industry leader in bringing sound technology to the gaming experience, and we believe that 3D Blaster will continue that tradition of innovation."

With more than 15 million Sound Blaster audio products in homes all over the world. Creative Labs has become a wellknown and trusted name in gaming peripherals.

The first 3D Blasters will be designed for VESA Local Bus computers as Creative Labs aims for the over 20 million 486-based systems in use today; a PCI versions will be available in early '96 for Pentium-based systems. The \$349 card should be on store shelves as you read this (around mid-November 1995), and will be packaged with six full games: EA/Bullfrog's Magic Carpet Plus, Mindscape's Cybersled and Azrael's Tear, Papyrus' NASCAR, PF Magic's Ballz Outl, and Looking Glass' Flight Unlimited. These titles will take full advantage of the 3D Blaster API, and should be impressive examples of the new 3D technology.

With so many 3D-accelerator cards poised to hit the market, it's going to be interesting to see which becomes the market leader - and which offers the best performance. One thing's for certain, though: Whether its the best or not, a lot of folks are going to buy the new Creative Labs card just because they're familiar with the Blaster name. made famous by Creative Labs' Sound Blaster line.

Continued from page 87 players everywhere. With it you can battle up to eight 'Mechs over a local area network, or go head to headagainst a buddy via modem. You'll be able to purchase the package from your local software retailer - or get it free on the Internet.

An add-on package tentatively titled Clan Ghost Bear will be available around the same time. It'll feature at least ten new 'Mechs (including those of the Inner Sphere), new missions, and some powerful new weapons. And last, but certainly not least, Mechwarrior 2 for Windows 95 will be hitting store shelves soon. You'll finally be able to pilot the most destructive force on two mechanical legs under Microsoft's newest operation system. For more information on these and other Activision products, check out their web site at http://www.activision.com.



### Whiplash

Whinlash, formerly known as Fatal Racing, will soon be burning rubber on computer monitors everywhere. This high-speed title will feature. death-defying stunts in the context of a winner-take-all race. There are no road rules in this game, where knocking out the other racers could be just as important as making the corkscrew jump. Keep an eye out for this speedy title from Gremlin Interactive.

PCG



# don't plas Mina sames read-to-lead in authorical in Stead in Street Fig.

on Cation's Super Street Fighter 11 PG GD-ROM BOYUS PACK. Fight via modem or punch a punk across the country weing latapult's MBAND! 60 on-time and sour train will thank SOIA.

CAPCOM









### Coroners In Space!

the corresponding video

### "Alien Autopsy" footage is the star of Incident at Roswell

omething happened near Roswell, New Mexico, during the summer of 1947; many say an alien spacecraft crashed, and that the government recovered both the craft and the bodies of its inhabitants. Even the U.S. Air Force admitted to having recovered a flying saucer --- at first, anyway. Very quickly they recanted the story, though, saying that it was really just a downed weather balloon...

The Roswell debate has been one of the hottest topics in the short history of

ufology, and it got even hotter last year when more than an hour of 16mm film footage suddenly appeared, reportedly shot by a military cameraman during the autopsy of one of aliens recovered from the Roswell crash. The authenticity of the footage remains questionable even among those who believe in the existence of UFOs, but that hasn't stopped the film from becoming a much sought-after commodity. It has been used as the core of television programs all around the world, including a recent special on the Fox network.

The autopsy footage makes its latest appearance in Incident at Roswell, a multimedia repackaging of Britain's Channel Four television special, released by U.K. publisher OmniMedia. This CD-ROM presents a pretty good overview of the Roswell incident. including its history, evewitness reports, and the eventual appearance of the autopsy footage. There's plenty of time given to skeptics, too, presenting a fairly even-handed appraisal of the incident

But the star of this disc is definitely the autopsy footage itself, and Incident at Roswell does show more of it - and certainly more graphic portions - than were seen in the Fox TV special.

Unfortunately, though, Incident at Roswell is pretty light on true multimedia. The product's entire content is made up of video clips, and no attempt was made at bringing new information - text files, perhaps, or additional photographic evidence - to the content of the original Channel Four TV program, Still, considering the revival of interest in the happenings at Roswell. Incident at Roswell is bound to be snatched up by those looking for more information on the mystery.



### Who Wants The Wishbone?

Incident at Roswell's best feature is the inclusion of plenty of that autopsy footage, showing the autopsy of an alleged alien being. And some of it's pretty graphic stuff.







PC GAMER December 1995 9

# If you can find a more realistic dogfight simulator, fly it.

"WWII air combat at its very best."

— Denny Atkin

Computer Gaming World

# FIGHTER DUEL

Fifty years ago, air combat decided the fate of the world. Now it's your turn. With

Fighter Duel for PC CD-ROM. The most realistic dogfight simulator in history. Through amazing high-resolution graphics.

you'll experience real-world physics and flight modeling as you pilot Messerschmitts,

Spitfires, Mustangs, Corsairs and Zeros. There's even a rookie mode for beginners.

> Can you survive seven tactical scenarios? Overcome eight bandits at once? Or outgun that second modern pilot?

Without losing your lunch... Or your life? Fighter Duel. The way it is, is the way it was.



Photo-realistic, fully functional instrument panel.



Dogfight the deadly Zero or 12 other classic WWII war birds.



Scan the skies with multiple cockpit views.



Take on human opponents in two-player modern duels.



©1995 Philips Media, inc

For more information call 1-800-340-7888.

Visit our Web Site at http://www.phillipsmedia.com/media/games



PHILIPS

### AD&D Saves Windows 95

### U.S. Gold creates Advanced Dungeons & Dragons screen saver exclusively for Win 95

ealizing that computer users are just crazy for screen savers, the programs that supposedly protect your screen from burn-in (although that's no longer a threat with newer monitors), U.S. Gold is releasing one of the first screen savers solely for the new Windows 95 environment. Called Riddle of the Runes, it utilizes over 175 different images from seven of TSR's most popular AD&D fantasy worlds. The images, combined with eight distinct soundtracks, video cutscenes, and an intricate puzzle the user can solve, make Riddle of the Runes one of the most interactive screen savers yet.

The worlds profiled are Forgotten Realms, Dragon Lance, Ravenloft, Dark Sun, Planet Scape, Mystara, and Al-Quadim — all popular in both book form and as pen and paper roleplaying games. The core of the screen saver is high-quality, high-res artwork from several top artists.

The screen saver is comprised of three modes — Adventurer, Seer, and Riddle Master. The Adventurer mode allows the user to choose different destinations on a map of the selected world; a line denoting travel moves



Comprised of the high-quality art that has surrounded the worlds of AO&O, this screen saver and puzzle should appeal to releplaying computer users everywhere.

from city to city, showing an appropriate picture when it arrives in a certain location. In Seer mode, the saver acts as a simple slideshow for the whole collection, with options to filter out worlds if desired. In Riddle mode, pictures are shown with certain clues in them. The player can use these visual clues to solve the Riddle of the Runes.

Riddle of the Runes should be available as you read this. For more information, call U.S. Gold at (415) 693-0297.

### **HOGs in Court**

### Interplay wins injunction against Lasersoft

In late September of 1995, Interplay Productions --- creators of such software titles as Cyberia, Virtual Pool, and Dungeon Master II: The Legend of Skullkeep --filed a lawsuit against Lasersoft Inc. for their software collection Dimensions for Descent. The design of the Lasersoft product packaging too strongly resembled that of Interplay's blockbuster hit Descent, Interplay maintained. The latest on the case came following a hearing on October 2, 1995, when United States District Judge Alicemarie H. Stotler awarded an injunction for Interplay against Lasersoft, prohibiting further sales of their product. Lasersoft is required to remove the title from store shelves. Judge Stotler awarded the injunction based on the probability that Interplay would ultimately prevail in the case on the merits of its claims against Lasersoft.

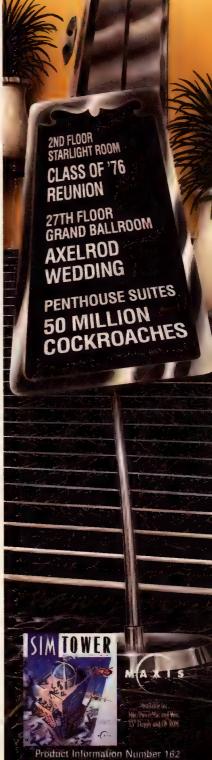
The issues of the lawsuit involved trade-

mark and related claims. Dimensions for Descent is a collection of add-on levels for Interplay's Descent. The add-on files, known as "HOGs," are similar to the WADs created for Doom, Doom II, and Heretic, allowing players to use special editors to create new levels for Descent. To use them, owners of Descent merely need to copy the "HOGs" to the same directory on their computer that Descent uses. Then, they can choose to play the add-on level from the menu when they start the game.

Lasersoft gathered many of these custom *Descent* levels together in one CD-ROM and marketed it, much like several other companies have done for *Doom*. But Interplay wasn't about to let Lasersoft make the move unchallenged. "As a matter of company policy, Interplay believes in vigorously protecting its intellectual property rights," said Christopher Kilpatrick, president of Interplay.

gether in one CD-ROM
n like several other comDoom. But Interplay
sersoft make the move
natter of company policy,
igorously protecting its
ights," said Christopher
f Interplay.

PC GRMER December 1995





Have you ever wondered what it would feel like to be on top of the

world? How about beneath it? There are those who have

mutiny and vicious battles with rival ships, you may be lucky enough to reach the New World. However, your journey is far from over. You must now embark on your

### Today, you could be on top of the world.

already experienced such exhilaration. Their names? Columbus, De Gama, Le Maire, Cook and Bougainville – the world's most famous explorers. Now you can create your

own adventures in Exploration –
a remarkably in-depth
game of strategy

and world conquest,

new from Interactive Magic.

Before you set sail from Spain,



Portugal, England,
France or the

Netherlands, you

quest to found a colonial empire. Conquering

villages, winning over

the natives and tilling

the land are



but a few of the challenges

facing you and your

weary crew.

The graphics are

nothing short of brilliant.

Complemented by unlimited,

realistic animation scenes, every new game brings new territories to conquer.

New adversities to overcome. The

adventures and newfound

tour your home port. Oversee

the construction of your shipyard.

Enlist your crew. Equip your ship. Buy and sell commodities. In fact, you may even want to make a trip to the local banker for information about funding your expedition. After surviving possible

Tomorrow, beneath it.

fortunes are virtually limitless.

For more information on Exploration, simply give us a call at 919-461-0948.

The New World awaits your arrival. Do you have what it takes to make it there?



### A game of strategy and world conquest for PC CD-ROM.

# Who Needs a Genesis?

### Sega looks to the future — and the PC

emember when people said that PC gaming could never rival the home videogame market? Well, it looks like the times are changing; now the console manufacturers are beginning to target the PC in a big way. Videogame giant Sega is preparing to bring its extensive catalog of Genesis cartridge titles to the PC as Windows 3.1 and Windows 95-based games.

While it may sound a little like heresy to say we're excited about this move, we

do think this influx of Sega titles can add a lot to the traditionally weak arcade side of PC gaming, and give us the chance to experience some of our favorite Genesis titles all over again.

Sega hasn't given out release dates for PC versions of some of their hot new titles like World Series Baseball '95, but they have announced that there will be at least three games — Ecco the Dolphin, Comix Zone, and Tomcat Alley, available on store shelves this Christmas.





Comix Zone is one of the Sega Genesis titles that will be hitting the PC shelves around Christmas.

### The PC Gamer Playlist

We here at PC Gamer love games so much, we talk about them to anyone who'll listen. This mouth, we were so excited that we subjected pur advertising staff to hours of long conversations about Command & Conquer, Apache, Hexen, and other great games. Much to our delight, the advertising staff caught the hug and began gaming. Rick, Caroline, Emily, and Robin are true gamers now: They sit for hours, drinking King Cohra and smoking Marlboros, dis-

cussing the proper way to dispose of FX Fighter's Rygil and how cool it is when an evil scientist gets torched in Crusader.

1. Crusader: No Remorse/ Origin — Rick, Todd, Dan, Emily

- 2\_ Hexen/id Software --- Rick, Caroline, Dan, Mike
- 3. Apache/Interactive Magic Rick, Carol, Matt
- 4. Command & Conquer/Virgin Rick, Robin, Joe, Dean
- 5 Beavis & Butt-Head/Viacom NewMedia -- Rick, Emily, Mike
- 6. Magic Carpet 2/Electronic Arts -Rick, Dan, Caroline
  - 7\_Heroes of Might and Magic/ New World Computing — Rick, Lisa, Bill
    - 8. FIFA Succer '96/Electronic Arts

- Everyone 9. 3-D Ultra

Pinball/Sierra –

Rick, Mike 10. IndyGar II/Papyrus — Rick, Robin, Joe

Magic Carpet 2's evil enemy Vissuluth



### It's a SimWorld. Get lost in it.



With Maxis as your travel agent, you never know where you'll land next. The SimCity 2000 CD Collection puts you in the Mayor's Mansion—just in time to handle dis-



time to handle disasters like Hurricane Hugo. Sim Tower offers a breathtaking view atop your

financial empire—too bad there's a fivealarm inferno in progress. And our newest destination, Simlsle, lets you rule a lush rainforest—where it's the wildlife vs. the warlords. The Sim games. No restrictions apply.

o 1995 Maxis, Inc. All tights reserved. Simility 2000, Similower, Simile and Maxis are trademarks or registered trademarks of Maxis, Inc. For product or ordering information, contact your local relaiter or call 1-800-33-MAXIS. Visit the Maxis Web page at

http://www.maxis.com. Product Information Number 163



Thinking I Could suRf on Red cLouds all day, then a worM hole riPPed and twisted mY thouGhts into taXic waste.





Dispersion caNNon missiles came taWard Me like a schOOl of AngelfiSh, meTallic, all gleaMing. Hey, tHey almOst looked eDible.



HallucinAtions began to happen aLL aroUnd me. Then I realiZed thOse Rockets weRe Real and they thouGht my flyiNg sucKed. Big tiMe.

# diEd.



A thouSand plasMa rocKets taPPed on mY winDshield. I didn't hEar them knOcking so they taPPed harDer.



SpiNNing my heAd around in a biLLion directiOns.

Bad moVe. As I wAs seriOusly violated in a cross fire from a cloud that looked as innocent as a kid holding candy.







Poing a lift fle tunnel spying, picked the wRong tuNNel obviOusly as the DOM rockets he Ading my way decided to do some exploring the Miselves. I'll leave their intended destiNation to your imagination.



DOing lOOp the lOOp like a moNkey on a trEE, then shraPnel, buildiNgs, and funKy stuFF all hit Me on my nOse like a wEt thiCk maUnd of sPit.

You plummet from the sky. You hit your cockeit with building eves:

This is no demo, it is you flying that wership. Eight planets await your twichling trigger ringer, a spot on your satellite map and the brush of your netallic wines. Terran, L24-D.

Ares, New Kroy, Sebek, Vestra, Tlamat, and the ultimate to twitcher. Fury Look around your pookpit using your virtual head and fly the impossible with as degrees of freedom. You jey erupts into a wiry smile. A serve task is your pest mend, a customized cookpit and an energy shield the only barrier between you and a sharp joit back to reality. The reality being fury its one of the first games optimized for Windows 95. Kill sound, my stort, my, my some more until it's as natural as breathing. Fight Funy to the death of multiple missions. In the plouds, or the ground; and in netherworld tunnets.

Death comes like grains of salt out of a shaker in Furth. Enjoy them or in least die myne

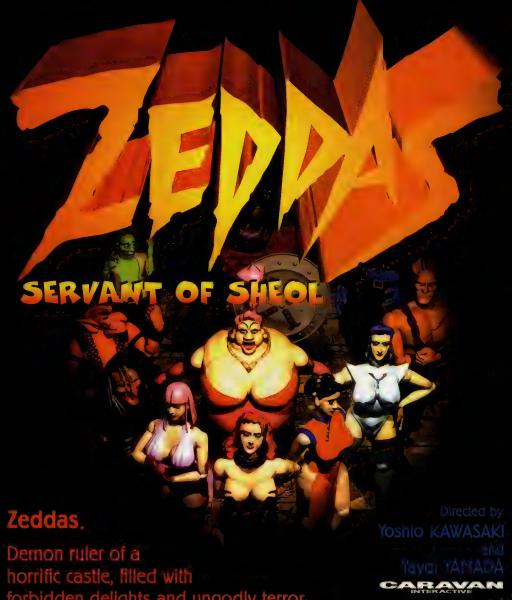






Thisking matching bleeds on the symmetring bleeds on the symmetric bleed at the state of the symmetric bleed. There's no time to bleed.

Microsoft
WHERE DO YOU WANT TO GO TOURY



forbidden delights and ungodly terror...

Find him before he finds you!!!

Hybrid CD-ROM for Windows and Macintosh

Compatible with Windows®95, Windows®3.1 and Macintosh® trademark of Microsoft Corporation. Macintosh is a registered trademark of Apple Computer, Inc.



the game of Christman future

You won't be able to find reviews of some of the holiday season's very latest games — which is why we've put together these previews of the titles we think will be big winners.

extras

Great software deserves great joy-sticks, gamepads, speakers, and all the other peripherals that add so much to the joy of gaming. We've got it all — plus a list of unique stocking stuffers.

hat do you get for the gamer who has everything? How are you supposed to know which of the hundreds of choices out there is right for your favorite gamer? Well this year, we're going to take the guesswork out of gift-giving. All you have to do is follow the expert recommendations in this special buyer's guide, and you just can't go wrong...

great iming gifts

When you're shopping, you can't always carry a full year's worth of PC Gamer with you. But you can bring along this list of our 40 personal favorites, culled from all the games we reviewed in 1995.

0

unexpect pleasure:

Sure, PC gamers love games. That's pretty obvious. But they're smart people, with fast computers and varied interests; they might like some non-gaming software titles, like these...



GAMES

OF CHRISTMAS FUTURE . THE GAMES OF CHRISTMAS FUTURE . THE GAMES OF CHRISTMAS FUT



\_by the PC Gamer Staff

More hot new titles are going to be released in the months leading up to Christmas than at any other time in the year - and we've got your complete guide to the best of 'em.

aybe you're a gamer, trying to put together the ultimate wish-list. Or maybe you're trying to find the just the right gifts for all the nutty gamers in your family - but you don't know where to begin. In either case, you made the right move. You bought PC Gamer.

In this section of our Holiday Extravaganza, you'll find complete recommendations for the very latest and best games - the games that hit the shelves in those fruitful weeks between Halloween and New Years. We've scoured the gaming industry, searching out those holiday releases that we believe will make the best gifts for gamers. No matter what genre you're interested in, you'll find what you're looking for right here - listed alphabetically, for your browsing convenience...

### 3D Lemmings Puzzle

**Psygnosis** (800) 438-7794

Those cute little Lemmings are back, and better than ever in their latest adventure: 3D Lemmings. Just as the title implies, those silly little Lemmings have been thrust into a world of threedimensional hazards - and it's up to you to save them, by helping them save themselves. We've always been big fans of the Lemmings series, but this is by far the most impressive Lemmings game we've seen to date.

Psygnosis has been able to take the deceptively simple level design that made the classic Lemmings games - The Lem-



If you always wanted to zoom in on a particular Lemming to find out just what makes them so stupid, 3D Lemmings lets you get up close and personal.

mings, Lemmings 2: The Tribes, and The Lemmings Chronicles - so great, and seamlessly work it into a free-floating 3D environment that brings you a view of Lemmings that you probably never thought you'd see.

Not only will you have your choice of several camera views that allow you to get just the right perspective to guide these cute little buggers through the new challenges they'll face, but you'll also be able to step inside the shoes of a selected Lemming with the Virtual Lemming option. If you love puzzlers, this is definitely one of the year's best.

### The Age of Rifles Wargame

SSI (800) 601-7529

Wargame lovers will have a bounty of choices this year, with new games that appeal to just about every taste. With subjects ranging from WWII to The Battle of Little Big Horn, though, it's going to be tough to decide just which title your desktop general will dig the most. But never fear; we'll give you plenty of great options.

SSI's The Age of Rifles is one of the more unusual military offerings of the season, and one we'll all be lining up to play when it comes out in December.



The challenge of fighting a battle at close range is what The Age of Rifles is all about. CHRISTMAS

0

GAMES

FUTURE

CHRISTMAS

5

AMES

عا

H

STMAS

œ

H

2

Based on the popular War Game Construction Kit series, Rifles won't throw you into some cold, impersonal, battle with heavy tanks or long-range artillery Instead, this detailed simulation puts you in command of troops with little but muskets, cannons, and the determination of their commander, to see them through each scenario

This close-quarters combat adds a lot of tension to the art of war, and provides some of the finest wargaming action we've seen in a while. With it's sleek interface and thoughtful design, The Age of Rifles is an exciting new addition to the War Game Construction Kit and a must-have for wargamers.

### Aliens

**Graphic Adventure** Mindscape (415) 897-9900

Mindscape's suspense-filled adventure game Aliens should be hitting store shelves early in the New Year, so save some of that Christmas money! It's sure to provide lots of spine-tingling excitement for sci-fi fanatics.

Based on the Aliens comics from Dark Horse, (which, in turn, were based on those creepy xenomorphs from the Alien films), this graphic adventure brings you some of the most incredible graphics ever seen on the PC. Using a technique that allows the developers to cover 3D wireframe characters with highly stylized 2D textures based on the comic-book art, Aliens sets new standards in graphic quality.



Aliens is one of the slickest graphic adventures we've ever seen, and it's also one of the scariest.

### **Battles** in Time

Wargame QQP (505) 837-5447

If you haven't warmed up to computer wargames because you're afraid they're nothing more than dull, textbook representations of statistics and technical data, this inventive take on wargaming from QQP will certainly change your mind.

Battles in Time uses a clever "plot" to set the stage for a unique combination of strategy and fun - with a healthy sprinkling of wargame realism. It's the future, and the people of Earth have evolved beyond their warlike ways. Mankind has become so passive, in fact, that the "instinctive" ability to make war has been lost. That all sounds nice in theory, but it leaves Earth defenseless when sud-

denly threatened by an alien attack To get back some of that fighting spirit, the decision is made to travel back in time to five time periods known for their warlike ways - Prehistory, the Roman Empire, Napoleonic Era, The American Civil War, and World War Two - in order to study and relearn the skills necessary to defeat the aliens.

The flexibility of Battles in Time allows you to try a variety of scenarios, commanding armies made up of everything from battling dinosaurs to Roman foot-soldiers.



QQP's Battles in Time is just the thing to introduce novice gamers to wargaming; it's got an interesting plot, and hey, you get to fight with dinosaurs.

### The Beast Within: A Gabriel Knight Mystery

Graphic Adventure Sierra On-Line (800) 757-7707

The New Year looks like it's going to be a terrific one for adventure fans with titles like The

Dig, Chronomaster, and Aliens heading our way. And then there's adventure giant Sierra On-Line.

Using full-motion video technology from their latest hit, Roberta Williams



Gabriel Knight searches for clues as he tries to get the jump on a pack of killer werewolves in The Beast Within: A Gabriel Knight Mystery.

> Phantasmagoria, the next chapter in the life of Gabriel Knight is revealed in The Beast Within. Gabriel, a novelist and Schattenjager (Shadow Hunter - sort of a supernatural bounty hunter), retires to his ancestral home Schloss Ritter in Rittersburg, Germany, to work on a new book. But he doesn't get much done before he's called upon to perform his anti-supernatural duties.

The story begins when a brutal series of murders occurs in Rittersburg. The townspeople, knowing Gabriel's knack for solving all things occult, call upon him to solve the mystery - because it looks like the crimes are being committed by werewolves!

### Beavis and Butt-Head in Virtual Stupidity

Adventure Viacom NewMedia (800) 469-2539

If you enjoy the off-beat comedy of MTV's "Beavis and Butt-Head" half as much as the PC Gamer staff (we can't get enough), you're in for a real treat when Viacom's Beavis and Butt-Head in Virtual Stupidity hits store shelves later in the year.

The script for Virtual Stupidity was written by a number of B&B's regular writers, and features voices provided by the show's creator (he does the voices on the TV show!), Mike Judge. Quite simply, this is one of the funniest computer



Those loveable screw-ups from MTV's 'Beavis and Butt-Head" star in their very own computer game, due out this Christmas. Cool.



Battle Beast sets the standard for game play and realism on the PC.

#### There's nothing like it. Guaranteed! Or your money back.\*

Master more than 100 fight moves • Discover hidden bonus rooms and secret weapons
 Marvel at feature-film quality audio and animation • Fire rude interactive keyboard taunts at your opponent • Outwit the computer's artificial intelligence • Battle it out over network or modem

Question: What are Mortal Kombat, Street Fighter and Primal Rage? Answer: Redundant!

Welcome to the 7th Level.

#### Game Over!

Visit your retailer for a free demo or download the Battle Beast Promo on AOL (keyword: SEVENTH) or CompuServe (GO: SEVENTH) or on the Web (www.7thlevel.com). For more information or to order, call 1-800-884-8863 ext. 103.



\*30 day money back guarantee Call 7th Level for details (2/14) 437-4858.

\$\text{0.1985 7th Level, Inc. 7th Level is a registered trademark and latell beaut is a trademark of 7th Level, inc. All other products are trademarks and/or registered trademarks of their respective owners

\*\*Product Information Number 81\*\*

# 5 EX The only pad that lets you call the shots.



the best hardware I've seen all year " COMPUTER GAME REVIEW, July '95

66 The top of the heap, however, is the Suncom SFX .... ?? COMPUTER GAMING WORLD, September '95

It's tough enough fighting hatchet hooligans from Heretic, or disgusting denizens from Doom. But when you're also at the mercy of how well your pad performs, you're just a step away from getting trashed.

That's why Suncom created the SFX JoyPad with Keyboard Emulation Technology. For the first time ever, you're in total control. Because now, you control how your joypad works...instead of the other way around.

Imagine being able to customize your own personal "template", with up to 48 commands exactly where you want them! Simply flip the switches into

66 The two buttons along the top edge are great for straffing in Doom. 32 PC GAMER June 95

programming mode, press the SFX button you want to program, tap the key you wish to assign, and you're done.

Whatever button configuration you choose is recognized by your PC just as if it were being directed by it's keyboard. And because SFX copies keyboard keystrokes, it can be used with any PC game—even games without joystick compatibility!

What's more, SFX needs no special software and uses none of your PC's memory.

SFX by Suncom. It's great for killing time. Even greater for killing the enemy.

FOR IBM & COMPATIBLE PCs/WINDOWS '95 READY/SUGGESTED RETAIL \$29.95

Available at computer, electronics, and software stores. Or, to order by phone call 1-800-228-7449. 6400 W Gross Point Road; Niles, JL 60714 708/647-4040 Internet-http://www.xnet.com/~reno/suncom.html

Suncom TECHNOLOGIES

AMES

CHRIST

GAMES

HRISTMAS FUTURE

c

5

CHRIS



games we've seen in a long while — and it's also a clever adventure game as well. You see, Beavis and Butt-Head want to join Todd's gang so they'll be cool, but before they can do that they'll have to cut class, try and avoid Mr. Buzzcut, and create a little mayhem.

The actual adventure-game portion is surprisingly challenging, but always manages to reflect the comic goodness of the series. And there are even a few mini-games — like a music box where Beavis and Butt-Head will fart a song for you — to give you a break from the brain-work.



CyberMage is a mystical-magic-meetshigh-tech first-person shooter that'll get your mojo workin'— and let you kill bad guys at the same time!

#### CyberMage: Darklight

Awakening First-person Shooter Origin

(512) 434-4263

Origin's first-person action-adventure Cybermage: Darklight Awakening thrusts you into a world where high-tech

weaponry and powerful magic have combined to give muscle to a terrifying new order of evil-doers that threatens to destroy the world.

You're up against a hightech wizard that's been dabbling in more than just magic, involving you in a sinister conspiracy. You must storm his fortress, but before you reach this Boss Bad-guy you'll have to find your own spells and devastating weapons and of course, blast legions of his ill-tempered toadies. You can even take control of tanks and aircars, which make killing a breeze.

The graphics are great; dark and eerie at times, but very colorful at others — especially when magic spells and weapon blasts fill the air. You'll need a Pentium with 16MB RAM to achieve the highest resolution, but even with 8MB (which lets you play in 320x200 mode) Cyber-Mage looks good. The game even comes with it's own action-packed comic book created by David W. Bradley, which provides depth to the story and your character.

#### **Destruction Derby**

Racing Action Sony (800) 438-7794

If you're like our old buddy Muley Webfoot, and believe that driving the straight and narrow in sims like NASCAR Racing isn't as much fun as smashing into other cars at high speeds, this is the game for you. Destruction Derby will put you on a track where the only winner is likely to be the car still able to roll away from the action. But it's a little more complicated than just bashing into your opponents; Destruction Derby uses realistic physics models for all the cars, and drivers must figure out the strategies necessary to avoid collisions that might damage them, while pursuing crashes that'll damage others. Everything is calculated on the



The action is hot and heavy in Destruction Derby — your job is to survive.



The crossroads can be fatal if you're not careful. There's πο limit to the wreckage in Sony's Destruction Derby.

fly, so any damage done is remembered and applied to the car for the duration of the race.

There are three overall ways to play the game, depending on whether you value victory more than destruction. You can make a mad dash for the finish line, opt for a full-out destruction derby where the last car moving is the champion; or go for a combination of the two (we call it smash-and-dash). With these three variations, you'll be playing this one for a long, long time — regardless of what kind of driving your in the mood for.

The graphics are superb, and with a replay feature, you can relive that gorgeous ten-car pileup over and over again. Psygnosis has done everything they could to make this title as realistic as possible without sacrificing speed, and we think they've done a fantastic job of just that.



Dungeon Keeper, a roleplaying/strategy game, comes to us from the brilliant minds at Bullfrog — and we all know how great their games are.

#### Dungeon Keeper Roleplaying Game/Dungeon Simulation Electronic Arts (800) 245-4525

Roleplaying games have been a big part of computer gaming since the early days, when the Commodore 64 was the king-daddy of personal computers. While the technology for RPGs has grown with advances in computer hardware, the basic ideas behind them kill monsters that have invaded a castle/kingdom/dungeon and take all their stuff — have remained pretty much the same. But Dungeon Keeper is an RPG with a difference. The brilliant minds at Bullfrog have used the unbridled creativity that brought us games like Magic Carpet and Syndicate to come up with a new twist: This time around, you're running the dungeon, and trying to keep the heroes out of your domain and away from your treasure.

Part roleplaying game, part strategy game, *Dungeon Keeper* is one of the most unique titles we've seen. You place monsters where you think they'll do the





As this fireball zooms down the corridor, you can see its surroundings light up — one of the impressive features of Dungeon Keeper.

most good, and pray they don't end up killing each other before those pesky dogooders arrive.

With multiple views of your dungeon, the ability to play from the third or first person perspective, and some great looking graphics, this could be one of the hottest games of the year. The dungeon is fully texture-mapped, and uses a technique called Realtime Lighting — which means that torches flicker like, well, torches, and shadows move with the light source. The game also supports network play for up to eight players; your friends can be the heroes entering your dungeon, or you can all campaign against the computer.

This is sure to be one of the big releases this holiday season. Hexen is Raven's sequel to Heretic, and you can count on marked improvements not just a quick rehash of the original. While the story behind Hexen is sure to appeal to all those down-trodden mystic warrior-types who made it through the original, it features numerous improvements in graphics and the addition of all-new creatures, weapons, spells, and other goodies. It's bound to keep you riveted to your monitor for hours of monster bashing goodness.

One of the new options through turns will allow you to select a character from among three separate types—Fighter, Cleric, or Mage. They each come with their own unique weaponry, and have different ratings in four standard attributes; speed, armor, magic, and strength. The Fighter has maximum speed, armor, and strength, but is weak in magic. The Cleric has above-average speed, magic, and strength, and is probably the most balanced character. The Mage has maximum magic skills, but he's slow, weak, and has little armor.

The opportunity to play as three characters makes *Hexen* three times as much fun. You'll enjoy weeks of relentless first-person carnage in this one.



The SVGA graphics in *IndyCar II* look incredible and add volumes to the breathtaking sensation of speed as you slide through turns on your way to the checkered flag.



Available in both a DOS version and a Windows 95 version, IndyCar II is the perfect holiday stocking stuffer for race fans.

who fell in love with Papyrus' previous racing simulations — IndyCar Racing and NASCAR Racing — you'll be happy to hear that the technical wizards who created them haven't been sleeping in the pits during the off season. They've been hard at work, and are bringing those nimble Indy cars back to the PC with a brand new look.

As in the award-winning IndyCar Racing, in IndyCar II you'll get the chance to test-drive all of the high-powered race cars of the IndyCar circuit, and burn rubber on incredibly authentic tracks. From the near perfect oval of the New Hampshire International Speedway to the feroclous twists and turns at Laguna Seca, you'll find plenty of diverse challenges here to suit every driving style. And as always, you'll have the chance to build your dream car from a wide variety of chassis and engines.

Since IndyCar II is based on the '95 driver roster and features complete racing season specs, you'll see some familiar faces and cars rolling around the tracks—and hopefully, most of them will be in your rear-view mirror.

Papyrus has made sure all the features that made the first IndyCar Racing such a hit — network/modem play, multiple camera views, and realism variables that let you set up just the sort of action you want — are back and easier to use. And in a move that's sure to please Indy-

#### Hexen

First-person Shooter Raven Software (800) IDGAMES (434-2637)

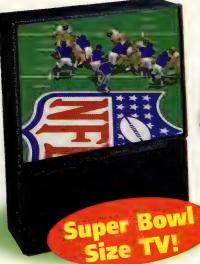
#### IndyCar II Racing Simulation Papyrus

(617) 868-5440

If you were one of countless race fans



Just like the in mystical towns in the original Heretic, a whole new army of undead nasties await you in Hexen, and this time you can choose from three types of characters.



# Win a Super Bowl Party!

Which teams will make it to the League Championships?
Which teams will make it to the Super Bowl?

Give us your guess now, and you could watch that Super Bowl game on a 50" Color widescreen TV from Hitachi while you enjoy a catered party with your closest friends. (We'll even throw in \$300 bucks to get your carpets cleaned after they finish spilling stuff on the rugs!).

How do you win? It's easy, just give us the names of all four teams that will play in the AFC and NFC championship games and

the scores. As a tie-breaker question, include the total offensive yardage of the winning team. The entry that has the closest answer will win a Super Bowl party for up to 20 people.

#### One Grand Prize winner will receive:

- \* A Super Bowl-sized 50-inch color TV from Hitachi (approx. value \$2,700)
- \* A catered Super Bowl party for 20 people (approx. value \$400)
- \* \$300 cash (to get your carpets cleaned!)

#### Five First Prize Winners will receive:

\* Footballs autographed by Detroit Lion Superstar Barry Sanders (approx. value \$200)

#### 100 Second-prize winners will receive:

\* One-year subscriptions to PC Gamer magazine. Each monthly magazine comes with a CDROM chock-full of the latest and greatest software demos. (approx. value \$95)

#### 200 third-prize winners will receive:

\* A limited-edition FPS: Football Pro '96 T-shirt (approx. value \$18)
— until now only worn by the design team at Dynamix!

City: \_\_

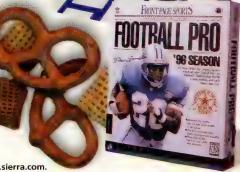
Signature:

Daytime Phone: \_\_\_\_\_

To Enter: Give Us Your Guesses on-line on the Sierra Web Site at www.sierra.com.

Or you can use the mail by filling out the short entry form below and mailing it to us at:

Win a Super Bowl Party Contest, C/O Sierra On-Line, P.O. Box 53008, Bellevue, WA 98015.



SIERRA®

#### Rules & Stuff:

1) Employees and their families of Sierra On-Line, Inc. and its subsidiaries, agencies, and suppliers are not eligible. Limited to U.S. residents only. 2) This contest is not endorsed by Players, inc., the NFL, or its affiliates. 3) All entries become property of Sierra On-Line, Inc. This contest is sno snoored by Sierra On-Line, Inc. This contest is sponsored by Sierra On-Line, Inc., 3300 All entries become property of Sierra On-Line, Inc., 3300 All entries of the Sierra On-Line, Inc., 3300 All entries of the Sierra On-Line, Inc., 3300 All entries of the Sierra On-Line, Inc. In the case of the Sierra On-Line, Inc. In the case of a tie, prizes go to the entry with the earliest postmark (or the earliest posting on Sierra On-Line, Inc. In the case of a tie, prizes go to the entry with the earliest postmark (or the earliest posting on Sierra On-Line, Inc. In the Commonweal Lanuary 17, 1996. Winners will be notified by mail. 8) Void outside the U.S. 9) All entries must be postmarked by December 26, 1995. 10) Sierra On-Line, Inc. is not responsible for late, lost, illegible, or misdirected entries. 11) All prizes will be awarded. For a list of winners, send a self-addressed, stamped envelope to Super Bowl Contest Winners, Sierra On-Line, P.O. Box 53008, Bellewey, WA 98015.

AFC CHAMPIONSHIP				NFC CHAMPIONSHIP		
AFC Team 1	Score	AFC Champ	Total Offensive	NFC Team 1	Score	
AFC Team 2	Score	NFC Champ	Total Offensive	NFC Team 2	Score	
Name:						

\_\_\_\_\_Zip: \_\_\_\_Zip: \_

(Signature certifies that I am over 18 and have read and agree to all contest rules.)

Product Information Number 209

Car fans who were jealous of NASCAR Racing's SVGA mode, IndvCar II will feature a gorgeous 640X480 mode that simply must be seen to be believed.

IndyCar II will be available in two spicy versions: The first is for MS-DOS based systems, while the second is designed to take advantage of Windows 95. You'll be able to multitask out to the track whenever you want!



With great-looking graphics and realistically modeled player movement, EA has hit the sports mark with Madden NFL '96.



John Madden and Pat Summerall chat it up for Madden NFL '96.

#### Madden '96 **Sports Simulation**

Electronic Arts (800) 245-4525

Electronic Arts' John Madden Football for the Sega Genesis became an instant hit, and has found its way to just about every console machine around. Though the endorsement of football great John Madden probably had something to do with the game's success, it was most impressive for the way it mixed arcadestyle action and near-perfect playability. Madden just felt right, and created a football experience few other titles have been able to match.

That tradition of football excellence continues in Madden NFL '96 for the PC. With over 100 teams and more than 600 players, there are almost unlimited possibilities for custom football action.

EA Sports wanted to throw in all the extras they could for this PC version of the classic, so there's plenty of entertaining full-motion video, pre- and post-game shows, and commentary throughout. The animated movement of the players was created by capturing the actions of professional football

football sim of choice for armchair coaches everywhere.





**Arcade Action** Virgin Interactive (714) 833-1999

Virgin's heart-stopping new racing game, Screamer, is the latest in the growing line of high-speed games to come out this season. But unlike Hi-Octane or Zone Raiders, Screamer isn't the sort of game where you shoot your opponents or fly some futurisitic hovercraft through an endless maze of tunnels. This is a road race, and doesn't have anything in common with Deathrace 2000 or Gumball Rally.

You can choose from a dozen different vehicles as you prepare for this arcade-style racing experience, and from six separate courses. While Screamer isn't meant to be true simulation, there

are some realistic physics models in place here that'll make staying on the track a little harder than in the typical arcade racer. The physics for each car differ, too; traction, speed, acceleration, and other factors vary from car to car, so choosing the right one for the type of track you'll be racing becomes a major strategy. If you don't want to mess with shifting gears, there's an automatic transmission option.



Whoa boy, over 300 mph and climbing! In Virgin's Screamer, you don't have to follow any rules.

The game also supports multiplayer action over a modem or serial link for head-to-head play, and can support up to six players on a network.

#### Silent Hunter Submarine Simulation

(800) 601-7529

Silent Hunter may prove to be the best WWII submarine warfare sim ever to hit the market. It recreates the feel of being aboard an actual WWII sub with great detail and authenticity, yet still provides a simple, intuitive interface that won't force you to join the Navy just to get things moving.

The geography of the coastlines you'll prowl are also executed with fine detail. Accurate models of coastal cities. ports, and harbors were created for Silent Hunter, based on actual period maps of the wartime pacific theater. There are nine of these coastal patrol zones, extending from the Solomons to the Sea of Japan, and all boast the same emphasis on realism. The graphics are SVGA throughout, with digitized recreations of over 40 Imperial Japanese Navy and merchant ships



Run silent, run deep. Good advice in this very accurate — and enjoyable --- WWII submarine sim.

## WING COMMANDER

THE PRICE OF FREEDOM.

The epic sequel to ORIGIN's best selling interactive movie.

A fresh adventure, a new beginning.

It's a movie.
It's a space combat game.
It's the most excitement
you'll ever have on your PC.



Malcolm McDowell as Admiral Tolwyn





http://www.ea.com/origin.html Electronic Arts® Direct Sales 1 800 245-4525

© 1995, ORIGIN Systems, Inc. Origin Interactive Marje and The Print of Freedom are predemarked CMIGIN Systems, Inc.

Product Information Number 184



# "WingMan equals maximum contribil. I love this thing, man!"

Billy Mather

Supreme Warrior of the Cyber Skies

- Blast away with perfectly positioned, non-slip buttons.
  - Welcome to the grips.
     that really grips.
    - This extra-weighted base is going nowhere
  - 15-pin connector pops straight into any PC or works with any game card.
    - This cable is way wicked long.
  - I yr. warranty from the world leader in cursor control

#### WINDOWS®95

#### WINGMAN™ EXTREME.

The choice of mondo butt-kickers everywhere.
Back information call: 1-800-245-0000 Document 4000 for WingMan.

on Portunent 400, for WingMan Extreme. For more information call: I-800-936-0011.



Products people love

trademaks are the property of their respective owners

police Information Wimber 157

5 A M

CHRIS

IMAS

FUTURE \* THE

GAMES

OF CHRISTMAS FUTURE . THE

GAMES OF CHRISTMAS





From up on deck, you'll view the picket boats and destroyers in a hi-res window.

SSI also retained the services of William "Bud" Gruner, commander of the USS Sate, as a technical advisor to the designers. Gruner is the recipient of the Navy Cross and Silver Star for sinking thousands of tons of enemy steel, including a light cruiser. Gruner also provides narration of technical and tactical matters, and shares some of his real-life anecdotes.

#### Space Bucks

Economic Simulation Sierra (800) 757-7707

Looking for a strategy game to see you through the New Year? Impressions now part of the Sierra family - has a darn good one that takes the basic ideas behind their fun strategy game Detroit and puts it in a futuristic setting. Instead of building the perfect automobile, in Space Bucks you'll try and build the perfect spaceship for profit. Will it be a transport that brings you the most success, or a sleek fighter that can outrun pirate ships? Fortune won't come easy, though: the competition is always trying to run you out of business by slashing prices and adding the new features that discriminating customers want.

With SVGA graphics and a number of new options, we can't wait to get our hands on this update of a strategy classic.

#### SU27 Flanker

Flight Simulation SSI (800) 601-7529

Flight-sim fans are going to have a lot to be thankful for this Christmas — especially if they find this title under the tree. SSI's SU27 Flanker impressed the hell out of us when we first saw it this past summer, and promises to be one of the most intense flight sims of the year.

SSI's goal in creating SU27 was to have the most accurate flight sim on the market, with performance vectors that exactly model the real-world physics of Russia's high-performance SU27 iet-fighter.

SU27 Flanker creates a realistic world around its exceptional flight model, too, where even the slightest change in temperature or wind can affect the performance of your high-tech aircraft. The details necessary to create such an accurate simulation come straight out of Russia, from previously classified specs that have become available only since the fall of the iron curtain. In fact, many of the sim's Russian designers were involved in the Soviet aerospace industry.



If it weren't for the fall of communism in Russia, the technical data to produce a sim as detailed as SU27 Flanker probably wouldn't be available...



Terra Nova will thrust you into virtual worlds like never before.

world adventures and *System Shock* are nearly finished with their sci-fi combat simulation, *Terra Nova*. And ever since it was first announced, this innovative title has ranked high on our official *PC Gamer* Wish List.

In Terra Nova, you'll not only will you get a near limitless supply of first-person destruction, but you'll also enjoy a terrific story of human conflict in the near future and a strategy-adventure game where your decisions and your ability to command will be thoroughly tested.

With stunning graphics based on the texture-mapping techniques used in their aerobatic flight simulator Flight Unlimited, Looking Glass has created a completely immersive world for Terra Nova that will keep you playing for hours.

#### Terra Nova

Action Looking Glass Technologies (617) 441-6333

The folks who brought you the first-person technology behind the Ultima Under-

#### TIE Fighter CD-ROM Collector's Edition

Action LucasArts (800) 969-4263

After receiving the highest rating ever given by PC Gamer and earning 1994 PC



Realistic terrain and dire circumstances are just part of Terra Nova's appeal; there's a fast action-adventure in here as well.

animations and extra scenes that add volumes to the tale of the Empire. Best of all, the flight sequences can now be played in a very detailed SVGA mode, giving you the feel of actually starring in your favorite Star Wars film.

If you haven't picked up a copy of

the original TIE Fighter, this CD-ROM collection is the perfect opportunity to embrace the Darkside of the Force and begin whipping some rebel butt.

ol-ione — in-depth statistical data, bigall, ame rosters, realistic graphics, and fast baseball action.

#### Wing Commander IV

Space Combat Simulation Origin (512) 434-4263

Last Christmas, Origin's Wing Commander III revolutionized the series, bringing movie-style production values, big-name actors, and some amazing graphics to PCs across the land. It was such an overwhelming advancement in technology and storytelling that even Wing Commander critics praised the accomplishment

If you witnessed Wing Commander Ul's explosive ending, you might have thought the threat of Kilrathi attacks had been all but eliminated, leaving the Terran Confederation free to pursue more peaceful avenues. But the kitties are back, and they're a lot tougher than anyone ever thought.

For Wing Commander IV, creator Chris Roberts has brought back most of the stars from the first game, including Mark Hamill as Colonel Blair, Malcolm McDowell as Admiral Tolwin, and Tom Wilson as Maniac.

And they'll be starring in what is quite possibly the most expensive computer game ever produced (the budget has been reported to be something close to \$7 million dollars — more than our team spends on beer in a whole year!).

Why the hefty price tag? For one thing, the video sequences that made up so much of Wing III's appeal have been shot on film this time, then digitized using new techniques that'll allow better playback quality on the PC. The game's star-fighting engine has also been streamlined to provide faster action and better graphics.



Interplay Productions

(800) 969-4263

Interplay Productions' newest line of sports titles — the VR series —is coming out of the dugout this holiday season. Their first title, VR Sports Baseball, steps up to the plate — and it looks like this one's

going out of the park!
While it's primary appeal will be to
the action-oriented crowd, this computerized version of America's favorite
pastime has a little something for every-



Sumptuous graphics and unbelievable player animations are just a few of the reasons we're looking forward to getting our hands on a copy of VR Sports Baseball.



The completely new cockpit art is just one of the many fantastic additions you get in LucasArts' super space-combat simulation TIE Fighter CD-ROM Collectors' Edition.

Gamer Awards for Best Action Game and Best Achievement in Musical Score, you'd think we would run out of good things to say about TIE Fighter. Not so. This is simply one of the best space-combat simulations ever created. While we loved fighting for the rebels in LucasArts' first Star Wars simulation — X-Wing — the lure of the Dark Side proved too strong, and we, like gamers everywhere, were seduced by its power.

Now, we're starting to feel the pull of the Emperor again as LucasArts has made a great game even better in this must-have collectors edition. This all-in-one CD-ROM will include the missions from the original TIE Fighter game, the add-on disc Defender of the Empire, and 20 new missions that'll let you win favor with the Emperor as you wage war against the rebellion.

If that were all there was to the TIE Collector's Edition, we'd be as happy as Wookie in Ton-Ton guano; but there's much, much more. In addition to enhanced sound and music, LucasArts has gone back through the animated cutscene sequences and added SVGA



The space-flight scenes aren't the only ones that have gone SVGA; in the TIE Collectors CD-ROM, so have these cut scenes.



The Kilrathi are back in Wing Commander IV, and so are those gorgeous graphics. Here, a Terran Confederation transport takes one in the side and explodes in a shower of sparks.

BEAVIS MID MAN

CD-ROM ADVENTURE GAME

LIKE, MAKE YOUR COMPUTER AS SMART AS US.

IF YOU'RE LIKE, "DAMMIT, MY
COMPUTER'S NOT KICKING
ENOUGH BUTT AGAIN!" PLAY OUR
GAME. IT'S SPOSED TO BE
"A CD-ROM ADVENTURE GAME"
OR SOMETHING. BUT IT'S REALLY
JUST ME AND BEAVIS BEING COOL.
AND, LIKE, IT'S NOT IN SPACE OR
WHATEVER. IT'S JUST A NORMAL
DAY--YOU KNOW, LIKE DRIVING A
TANK AND BUSTING OUT OF JAIL AND
STUFF. THOUGH! GUESS THERE IS
SPACE, IF YOU COUNT BEAVIS'S BRAIN,
HUH HUH HUH.

- COOL MINI-GAMES AND MUSIC VIDEOS INCLUDING GWAR, SAUSAGE AND PRIMUS.
- CO-STARRING TODD, BUZZCUT, VAN DRIESSEN, MCVICKER AND MORE!
- VOICES BY
   MIKE JUDGE,
   THE VOICE OF
   BEAVIS AND
   BUTT-HEAD.

SKULL

- ALL NEW
  ANIMATION FROM
  MTV ANIMATION
  STUDIOS.
- Original
   DIALOGUE BY
   SHOW WRITERS
   SAM JOHNSON 8
   CHRIS MARGIL.



NO WUSSY RACE-CARS FOR US.
ONLY COOL VEHICLES,
THANK YOU.



WE'RE KICKIN' IT WITH OUR GOOD FRIENDS. THEN WE'LL BE THEIR SLAVES.



WE, LIKE, SHOW OFF OUR NATURAL ACTING TALENT, HUH HUH. TALENT.

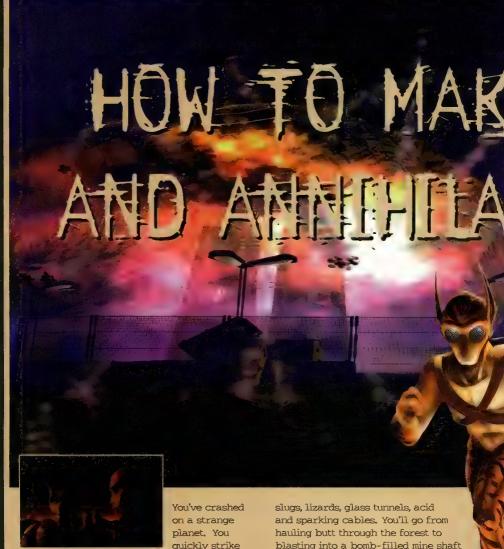


LIKE THEY SAY IN THAT OZZY MOVIE, "THERE'S NO PLACE LIKE HOME." UNLESS IT SUCKS.





FOR MORE INFORMATION, CALL 1-800-469-2539



quickly strike

a deal with your newfound alien buddy, Gaan. You'll help blow away his hostile robot inhabitants. He'll help you get safe passage off the planet. Easier said than done. Together, you'll have to solve deadly puzzles



and avoid traps, red

For more information call 1-800-340-7888. Visit our Web Site at http://www.philipsmedia.com/media/games

to fighting through an armory to

destroy a reactor. It's Alien Odyssey -

the PC CD-ROM game with incredibly smooth

3D adventure game technology. It's total

annihilation. But in a friendly sort of way.

character animation and Argonaut's exclusive



# \*By tapping into the talents of a skilled Russian design group, SSI may have hit the mother lode — the Mother Russia lode, that is."

— Joseph Novicki, PC Gamer Magazine

I's no rumor, the Russians <u>are</u> coming. And they're bringing the most amazing flight simulator you've ever seen—the first to take full advantage of state-of-the-art Windows' 95 technology!

Modeled after the awesome Su-27.
fighter by a team of Russian aerospace
professionals, SSI's Su-27 FLANKER'
is being hailed as the most realistic
flight sim ever for the PC.

An exceptionally powerful, multitiered Mission Editor involves you in everything from single training missions to the planning and execution of full-scale campaigns — all in exquisite detail. Take the role of Pilot, Squadron Commander or Theater General, in this Russia vs. the Ukraine Eastern European shoot-out.

No matter which role you choose, stay alert! Your enemy, in the air and on the ground, is very, year, technically

<u>very</u> technically accurate, deadly, and disconcertingly tenactous!

Fly Russia's most powerful fighter and see how it feels to own the skyl

Anatoly Kvotchur, Russia's

top test pilot, knows the

anyone in the world. His

role as technical advisor

ensures a simulation of

the ultimate in accuracy.

real Su-27 better than

#### SIMULATION HIGHLIGHTS

- Flight model of unprecedented accuracy — this is the definitive milliory flight simulator.
- Powerful, user-friendly training mode covers every aspect of flight management, as well as weapons delivery techniques for all weapons.
- Conflict takes place in the Crimean region and features hypothetical hostilities between Russian and Ukrainian forces.
- Detailed briefing/de-briefing makes sure you have the latest information, You'll always know what to do — or what went wrong...













by the PC Gamer Staff

We made a list, and we checked it twice, just to help you find the best games for the price ...

e know you're being inundated with all kinds of hype designed to capture your holiday game-buying dollars, and just between us - some of the games being pushed on you are bound to be disappointments. That's kinda how hype works, you know.

There's nothing more heartbreaking than a gamer playing a bad game on Christmas day, trying to be brave and make everyone think he's having fun. We can't protect everyone from such a tragedy, but we wanted to at least be able to say we tried.

That's why we put together this handy listing of 40 can't-miss games from 1995. We've played these games to death, we've reviewed 'em - and we can recommend 'em without hesitation. There's something here for every gaming taste, so read on, and keep your wish list handy.

#### Apache Flight Simulation

Interactive Magic (919) 461-0722

This graphically gorgeous simulation of



the AH-64 Apache attack helicopter probably has a broader appeal than any other game of its kind. Hard-core hardware nuts can crank up the realism and find out just how complex and sophisticated the Apache is; but for gamers who don't know an altimeter from an autopilot, it can be a rousing arcade-style shoot-'em-up. It's a perfect introduction to air combat simulations, but it won't disappoint sim veterans.



#### APBA Baseball for Windows

Baseball Simulation Miller Associates (203) 972-0777

Digitized speech play-by-plays are nothing new in sports sims; they've been around since Al Michaels' voice added a touch of class to HardBall III. But they've never been as good as Ernie Harwell's play-by-plays in APBA Baseball; you'll be tempted to turn your monitor off and just listen to the game. There's something magical about the way this program recaptures the wonder of our national pastime better than most of the flashier baseball sims on the market.





#### Ascendancy

Strategy Broderbund Software Inc. (415) 883-5889

All "conquer-the-galaxy" games have the same basic ingredients: exploration,

**G** 



research, ship-building, diplomacy, and
— of course — warfare. But Ascendancy
distinguishes itself with beautiful graphics and a real sci-fi-style sense of wonder.
It also has one of the best automated
tutorials we've ever seen in a game, taking you step-by-step through its delightful intricacies so painlessly, you'll forget
vou're learning.





#### Bioforge Graphic Adventure Origin (512) 335-5200

While it had suffered from major delays throughout its production, *Bioforge* proved that good things come to those who wait. The outstanding 3D-rendered graphics and convincing character animations are reason enough to *start* playing *Bioforge*, but you'll *keep* playing it because of its dark, intriguing story, intense action, and clever puzzles.



It's an amazing hybrid: part graphic adventure, part arcade game, part movie — and all entertaining.

## RATING 88/

#### Capitalism Business Simulation Interactive Magic (919) 461-0722

Hours after you start playing, the depth of this business simulation will still surprise you. Capitalism gives you more different ways to make your fortune than any other game in the genre; you can open a retail store, manufacture goods, play the stock market, or all of the above. It's complex enough to be a real education in the ups and downs of business, but it's easy to learn and a lot more fun than going back to college.



#### RATING



#### Command & Conquer

Wargame Virgin Interactive Entertainment (714) 883-9710

If you liked the fast-paced strategy of Dune II, you'll absolutely love Command



& Conquer. It's a great-looking, great-sounding wargame that's full of wonderful surprises; there's always some new weapon or strategic challenge just around the corner, so you'll play this one through to the final mission — then start over and play it again as the bad guys. Best of all, Command & Conquer has modem and network options that let you link up with as many as three other gamers for a real free-for-all.

#### RATING



#### Crusader: No Remorse

Action-Adventure Origin (512) 434-4263

When Origin released the fantasy roleplaying game, Ultima VIII: Pagan, a lot of gamers complained that it was too much like an action game. Origin took those gripes to heart — and responded by creating a terrific shoot-'em-up based on the Pagan engine. The result was Crusader, and with its beautifully detailed SVGA graphics and incredible animation, it bears only a passing resemblance to its predecessor. Don't bother wearing socks when you play Crusader, the sights and sounds in this game will knock 'em right off.



#### RATING



## D-Day: America Invades Wargame Avalon Hill

(410) 254-9200

Like all wargames designed by Atomic







IN MEDIEVAL TIMES

MAN SURVIVED USING ONLY HIS WITS

OF COURSE. THOSE WITTY ENOUGH TO MAKE

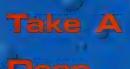
ONE OF THESE SURVIVED

A LITTLE LONGER.









#### Broath

Plunge into Wetlands, an edge-of-the-seat thrill ride through an exotic and perilous under water world. The action is fierce, the stakes are high, and failure isn't an option as life itself hangs in the balance.

- Cinematic Action Thriller
- Intense Árcade
  Game Play
- Compelling Storyline
- 3D Rendered Graphic Environment

Available at your local New World retailer or order direct from New World Computing at 1-800-251-9582 (818-591-4136 outside the U.S.), or by mail: P.O. Box 4302, Hollywood, CA 90078-4302.

NEW WORLD COMPUTING, INC.

Check out our hot new Web Site at http://www.nwcomputing.com

© 1995 New World Computing, Inc. Wetlands is a trademark.
New World Computing, Inc. New World Computing and its distinctive log are registered trademarks of New World Computing, Inc. New World Computing, Inc. New World Computing, Inc. New World Computing, Inc. Is a wholly owned subsidiary of NTN Communications. In

GREAT



Games, D-Day balances exceptional depth and historical accuracy with terrific graphics and a clean, easy-to-learn interface; even casual wargamers can get into this one. No other wargame to date is better at putting you in the thick of the most crucial moments of World War Two.







#### Dark Forces First-person Shooter

LucasArts (800) 782-7927

Sure, it's true this game probably wouldn't exist if Doom hadn't created the first-person shoot-'em-up craze. But this is not your average Doom-clone - it's a great Doom-clone. See, the designers of Dark Forces understood that there's more to Doom's appeal than its 3D graphics or inyour-face violence, and while this game looks and sounds terrific, there's a lot more going on here. As a one-man army working for the Rebel Alliance, you'll have to do a lot of shooting - and solve some intriguing puzzles - to prevail. Dark Forces also includes spectacular cutsceen animations that are just the



thing if you're a fan of the Star Wars films. Whether you're a fan or just an avid gamer looking for something extraordinary, don't pass up Dark Forces. It's a blast





#### Descent

Action-shooter Interplay Productions (800) 969-GAME

If flight sims make you queasy, you'll definitely have to stay away from this game. But if you've got the stomach for a fantastic, first-person rollercoaster ride, you'll love Descent. There's only the barest skeleton of a story in this game just enough to justify the space-fighter, robot-shooting action - but the real stars are true-3D movement and amazing texture-mapped graphics. If you want action, you want Descent.





#### FIFA Soccer '96

Sports Simulation Electronic Arts (415) 571-7171

FIFA is unquestionably one of the most impressive sports sims on the market. It's not just the stunning SVGA graphics or the remarkably realistic player animations - there's a wonderfully solid soccer game underneath all that chrome, with comprehensive league and tournament play and lots of multi-player options. Even if you only pay attention to soccer during the World Cup, you'll be knocked out by FIFA. (Editor's Note: For more info on FIFA Soccer '96, check out the demo on The CD and our review on page 207 of this issue.)





#### Full Throttle

**Graphic Adventure** LucasArts (800) 782-7927

George Lucas' PC game company has been making excellent graphic adventures for years now, but they've outdone themselves with Full Throttle. This game's seamless blend of 2D and 3D graphics makes for some of the most amazing visuals you've ever seen in an adventure title, and there's plenty of LucasArts' trademark humor as Full Throttle's two-fisted, lantern-jawed hero fights the forces of evil in an off-kilter world of biker gangs and bad guys.



A blend of 2D and 3D objects gives Full Throttle its dis tinctive comic-book style



ڪ

GREA

حية

GREAT

က

ی

GREAT GAMING

GIFTS

9 2

A

ی

GREAT

SIFIS



FX Fighter

GTE Interactive Media (800) 438-8632

FX Fighter's 3D graphics and slick animation alone put it head and shoulders above any of the flat, 2D fighting games on the market, but it also has every bit as much gameplay as its less flashy competition. A colorful cast of texture-mapped aliens, each with a long list of cool moves, means FX Fighter is full of fun surprises, and its head-to-head options make for lots of replay value.





Gone Fishin' Fishing Simulation

Amtex (613) 967-7900

If you think fishing is boring, you haven't played Gone Fishin' — and if you like to



wet a line now and then, you'll love this game. In Gone Fishin', you take to the waters of Lake Ontario's Bay of Quinte to haul in some pike and muskie. It sounds simple, but that's a big part of the addictive appeal of Gone Fishin'; just as a real fishing trip is a great break from the stress of the real world, this game is a welcome change from shoot-'em-ups or complex wargames. It's also a surprisingly accurate fishing sim, with well-modeled fish AI, accurate lake topography, and a bait shop full of lures to choose from. Trust us: You'll love it.





#### Great Naval Battles Vol. III Wargame

SSI (408) 737-6800

SSI's Great Naval Battles series finally realizes its true potential in this third outing. It's amazingly complex— it's certainly not for wargaming newbies—but an improved interface makes even the biggest engagements manageable. And the Super VGA graphics and dramatic sound effects give you a real feel for the terrible majesty of World War Two-era naval warfare. GNB Vol. III is a big, beautiful look at every aspect of war at sea in



the days before guided missiles and supersonic jets. It ought to be in every wargamer's library.

RATING



#### Heroes of Might and Magic Strategy

New World Computing (818) 889-5650

Did the people at New World know what an addictive experience they were unleashing on us unsuspecting gamers with Heroes of Might and Magic? Surely not, or clearer heads would've prevailed, and they'd have kept this game off the market. Heroes is a simple but shockingly entertaining fantasy wargame that you'll play ... and play ... and play ... and play if you love strategy, get this one—but try and remember to eat.



RATING



#### Heretic First-person Shooter

id Software (800) 434-2637

Designed by Raven Software using the basic game engine behind *Doom*, this is a swords-and-sorcery version of id's



#### DO UNTO others as foll would have

ONT THE ESPINE And Internal organs.

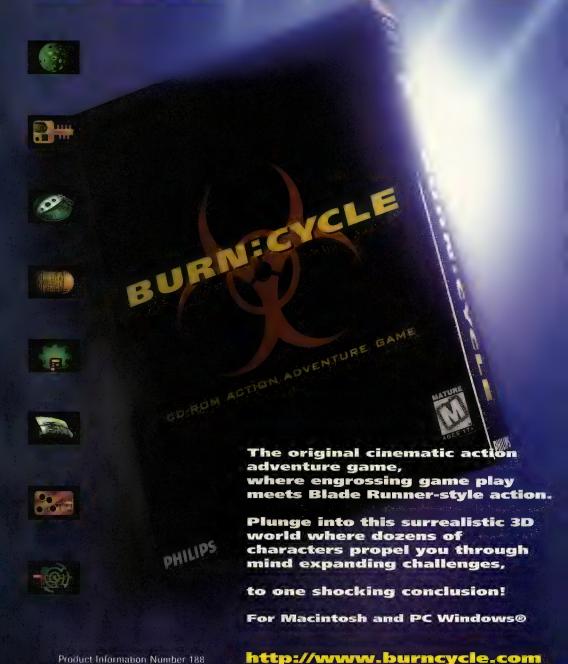




ALSO AVAILABLE ON NINTENDO AND SEGA HOME SYSTEMS, GTINTERACTIVE HTTP: // WWW.GTINTERACTIVE.COM Moral Kombat 3 © 1995 Midway Manulacturing Company, All Rights Reserved, Used Under License, MORTAL KOMBAT, the DRAGON LOGO, MKS and all otheracter names are trademarks of Midway Manufacturing Company, Developed by Williams & Entertainment Inc. Williams © is a "gistered trademark" of Midway Manufacturing Company, Developed by Williams & Entertainment Inc. Williams & Grant Company (Company) (Company



### USE YOUR BRAIN... OR LOSE YOUR MIND!



GR

20

GAM

NG

GR

EA

GAMING

**G** 25



phenomenally successful action game. The graphics are even more impressive than those in Doom, with some truly creative enemies to fight, and the action is every bit as frenetic. Best of all, Heretic has all of Doom's modem and network options for multi-player action.



#### The Incredible Machine 2 Puzzle

Sierra On-Line (800) 757-7707

If you're fascinated by those old Rube Goldberg cartoons - the ones that depict hilariously complex contraptions that accomplish really simple tasks - The Incredible Machine 2 is a puzzle game that'll draw you in for hours and hours of head-scratching gameplay. In TIM2, you're presented with a relatively simple goal (get two bowling balls into two baskets, for instance) and you're given a bewildering assortment of tools (helium balloons, hamsters in wheels, conveyor belts, etc.). Your task is to assemble those tools into a machine that'll do the job. It's your chance to be an inventor!





Jagged Alliance Roleplaving Simulation Sir-tech Software, Inc. (315) 393-6633

Jagged Alliance is a fascinating mix of

game elements: tactical, turn-based combat, strategy, and roleplaying, and it works surprisingly well. You lead a team of mercenaries sent to the fictional island of Metavira to protect its inhabitants from an avaricious scientist and his troops. There's lots of X-COM-style combat, with soldiers running, ducking, and shooting in jungle battles and house-to-house skirmishes, but there are also lots of items to search for and puzzles to solve.





#### The Legend of Kyrandia, Book 3: Malcolm's Revenge Adventure Roleplaying

Virgin Interactive Entertainment (714) 833-8710

With this third installment in the acclaimed Kyrandia series, the talented designers at Westwood Studios outdid themselves. Malcolm's Revenge has everything you look for in a graphic adventure: An absorbing story, great characters, hilarious dialogue, and tricky puzzles. With an easy-to-use interface and more than one way to win the game, Malcolm's Revenge gives you a whole lot of bang for your adventuring buck.





#### Magic Carpet 2: The Netherworlds

Action Electronic Arts (415) 571-7171

Magic Carpet was also one of the best games of 1995, but its sequel is even better. To the original's fast-paced, high-flying, spell-slinging action, The Netherworlds adds tons of new spells, new creatures, and a mission-based structure that keeps the action from becoming monotonous (one of the few complaints we could muster about Magic Carpet). There are also some new visual effects that improve on the first game's already stunning graphics; in subterranean settings, caverns twist and turn, and during night missions, your fireballs light up the sky.





#### Mechwarrior 2 Simulation

Activision (310) 473-9200

It seemed as if we were going to wait forever for this game to appear: Activision actually scrapped an earlier version of Mechwarrior 2 and brought in a new team to rebuild it. Turns out it was





Some really stirring cinematic animation sequences grace Activision's Mechwarrior 2.

RATING

· GREAT GAMING GIFTS · GREAT



#### Monopoly CD-ROM

Economic Game Virgin Interactive Entertainment (714) 833-9710

This PC version of the classic real estatetrading game is a perfect example of how a board game should be translated to the computer. The beloved game of Monopoly is here in its entirety, including all those rule variations people love to argue about before the game starts. But there's also plenty of stuff that could only be done on a PC, like charming animations of game pieces, an excellent inter-



face that takes care of all the boring details for you, and Internet support that lets you link up with would-be tycoons from all over the world.

RATING



#### NASCAR Racing

Simulation Papyrus (617) 868-5440

It wasn't long after Papyrus released the excellent IndyCar Racing that sports fans started nagging them for a stock-car game. With NASCAR Racing, they delivered — and then some. This is no simple action game; it's a simulation in every sense of the word, with depth and complexity to spare. The graphics aren't too shabby, either, with mind-blowing detail in SVGA mode, and the sound effects will make you think you're trackside. If you're a racing fan, you're got to have this one in your collection.



RATING



NBA Live '95 Sports Simulation Electronic Arts (415) 571-7171

Don't let the name fool you; this is much,



much more than a quick translation from the cartridge game. Everything about NBA Live '95 is a treat for the eyes and ears, from the squeak of sneakers to the thunderous, rim-rattling slamdunks. This action-packed game looks great in standard VGA mode, but the high-res SVGA screens have to be seen to be believed.



RATING



NHL '96 Sports Simulation Electronic Arts (415) 571-7171

There's a new sheriff in Hockey Town, and its name is NHL '96. EA's NHL series has always served up terrific action, but they really pulled out all the stops with this newest version. With NHL '96, you get the same rock-solid gameplay as in previous versions, updated with tougher AI, all of the in-depth statistics you'd ever want and the best league and season play around. NHL '96 also delivers knockout high-res graphics, incredibly convincing sound effects, and multi-player options plus a rocking soundtrack and dramatic 'camera" angles courtesy of EA's new Virtual Stadium technology. This is the hockey game to have.



NHL 96 adds trop-dead gorgeous graphics to on already excellent hockey sim

RATING



# ROAD MARRIOR

ROAD WARRIOR™ is so intense that by comparison it makes all other action games look like "Road Kill!"

The adventures of Drake Edgewater... having escaped from the prison city of Kemoyour challenge now is survival in the "outside world."

You are Drake. Fire up the thrusters on your Hot Hover Car and get ready for the Trick of your life." From urban jungles to dangerous desert lands—navigate your machine on an assault on the enemy Ownicorp Empire. Your ride's ready, your mission.

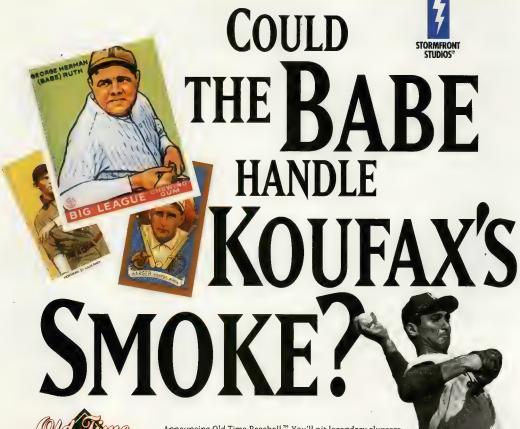


For more information visit your local retailer or call 1-800-GAMETEK.

**GAMETEK** 

Roll Warrior is a trademark of GameTek (FL) loc-2999 Northeast 191st Street, Suite 500, Aventura, Florida 33180 U.S.A.

Product Information Number 138



Announcing Old Time Baseball ™ You'll pit legendary sluggers against hurlers of another era in an exciting action game.

Gehrig against Gibson. Hank Aaron vs. Christy Matthewson.

And get smart results, because you're using our exclusive

Time Machine™ technology to mathematically level the statistical playing field between eras. 110 seasons, over 12,000 players. The stats, the stars, and 16 classic stadiums too.

The Polo Grounds, the House That Ruth Built - the fields you've dreamed of. And if that doesn't get your palms sweaty, think about importing today's stadiums, teams and leagues from the best selling

Tony La Russa Baseball 3.™ Old Time Baseball.™ It really does take you out to the ball game. (Peanuts and hot dogs sold separately.)





16 classic stadiums from baseball's Golden Age



Get smart results when you match up players from different eras.



#### Panzer General Military Simulation

SSI

(408) 737-6800

We've called this one the best wargame since *Empire*, and if you're a gaming veteran, you know there's no higher praise. *Panzer General* gets under your skin with attractive graphics, a simple interface, and loads of addictive gameplay. This is the perfect program for anyone who's never played a wargame but wants to get into the genre — but it also has enough depth to please the real grognards.



#### RATING



#### Perfect General II

Wargame Quantum Quality Productions (908) 788-2799

The Perfect General secured QQP's reputation as a maker of high-quality wargames, and the follow-up just confirms it. PGII is what wargamers some-



"Beer and pretzels" simplicity characterizes QQP's Perfect General II.

times call a "beer and pretzels" game; it's incredibly simple to learn (just as it's simple to learn how to eat pretzels), but it's deep enough to hold your interest and tease your brain for hours (that must be where the beer comparison comes in). It's also a very hard game to stop playing (beer again). And if you think you're too sharp for the computer-controlled generals, you can use the modem and network options to match wits with a cagey human opponent.

#### RATING



#### PGA Tour '96 Sports Simulation

Electronic Arts (415) 571-7171

EA's sports games just keep getting better and better, as the latest version of the PGA Tour golf simulation proves. The 1996 model is already out, and with its spectacular graphics and terrific gameplay, it's the first golf game to surpass the long-standing champion, Links 386 Pro. You get 14 computerized PGA pros to play against, an option for tournament play, a digitized announcer, and two picture-perfect courses (Avenel and Spyglass Hill). PGA Tour '96 is a terrific package — it's the mother of all golf since.



for the PC, now that *PGA Tour '96* is in town.

#### RATING



#### Ripley's Believe It or Not: The Riddle of Master Lu Adventure Game

Sanctuary Woods (800) 943-3664

Reality and fiction meet in Sanctuary Woods' first graphic adventure, which casts you as a young Robert Ripley, creator of the Believe it or Not! books and museums. In a story written by television veteran Lee Sheldon (he worked on the third season of "Star Trek: The Next Generation"), Ripley and his resourceful sidekick, Mei Chen, travel to one exotic locale after another in search of the seal of the first emperor of China — and any other bizarre artifacts that might bring business to Ripley's Odditorium back home in New York. With a gripping plot supported by beautiful backgrounds and full-motion video, The Riddle of Master Lu has the look and feel of classic pub fiction.



#### RATING



G B

GRE

**G** 

> M

**G** 

9

REA

G A

#### Stalingrad

Wargame Avalon Hill (410) 254-9200

Another excellent wargame designed by Atomic Games, Stalingrad uses the impressive "World at War" system to match historical depth and painstaking realism with unbeatable ease-of-use and accessibility. This fantastic World War Two-era game uses different map scales to depict different scenarios; from the sweeping strategies possible at the



largest scale to the tight, street-to-street tactical scale, Stalingrad gives you a thorough feel for the hard lessons Hitler's troops learned in Russia. And it lets you answer some intriguing "what-if" questions: Could the Reich have prevalled if Hitler had listened to his generals?



RATING



## Star Trail: Realms of Arkania Roleplaying Sirtech Software, Inc. 13151 393-6633

Forget the trend toward simpler roleplaying games that feel more like graphic adventures; Star Trail is for serious RPG fans. Based on Germany's popular Das Schwarze Auge (The Black Eye) pen-and-paper system, Star Trail is a sprawling fantasy adventure with all the trimmings you'd expect from Sir-tech — plus some pleasant surprises. Travel in cities and dungeons takes place from a smooth-



scrolling first-person viewpoint; combat is a top-down, turn-based affair with lots of tactical options; and your characters are rated in more different attributes and skill areas than you can shake a broadsword at There's also a full-featured automap, and even an automatic journal that takes notes on your encounters and lets you search for specific information you've picked up. Oh, and lest we forget — there's a pretty darn good story, too. It's an amazing accomplishment, Star Trail is almost a way of life.



RATING



#### Steel Panthers Wargame SSI (408) 737-6800

This is tactical-level combat at its finest; just what you'd expect from the SSI Special Projects Group and Gary Grigsby, designer of Kampfgruppe, Second Front, and Pacific War. There's a wealth of realistic detail here, but the production values and interface have more in common with Panzer General than those earlier, hard-core-gamers-only titles. Steel Panthers is a pleasure to play, with clean, crisp graphics and utterly convincing sound effects. The library of battles you can fight is varied, and it includes some battles that have never been covered on the PC before. An added attraction is the ability to design your own scenarios, which offers nearly endless possibilities and makes for some really interesting



battles that never would've happened in the real world.



RATING



#### System Shock First-person Roleplaying Origin (800) 245-4525

Even without a cumbersome headset, System Shock is as close to virtual reality as a PC game has ever gotten. As you walk, run, crawl, jump, climb, and shoot your way through this futuristic, first-person action-adventure, you'll be thoroughly sucked into the world of Citadel space station. The game's fictional settings are so vividly realized, you'll remember places you visited in System Shock as if you'd been there in real life. The visuals are amazing, with high-res SVGA available in the CD-ROM version; sound effects are terrific; and the amount of control you have over your on-screen persona is unmatched - you can crouch, peek around corners, look up and down, or any combination of the above. No PC game to date creates a stronger sense of being there.



RATING



#### THEY RAN THE TWO LARGEST SPY AGENCIES IN THE WORLD.



THIS IS THEIR IDEA OF A GAME.

# THE GREAT GAME

COMING IN FROM THE COLD THIS WINTER





AT HTTP://www.activision.com ACIVISION



Advision is a registered trademark and Spycraft. The Great Game is a trademark of Activision, Inc. @ 1995 Activision, Inc. All rights reserved.

Product Information Number 90

The only limitation you may encounter playing your games on a Falcon MACH V Gaming PC is that they might run smoother & faster than your hand-eye coordination can handle.

We're working on that.

"Perfection! - This system is well worth the money..." - Computer Game Review, 100% Rating

#### The MACH V 133 MHz Pentium™ - \$2,995

Intel Pentium™ 133 MHz Processor - 100% Compatible with all IBM PC Software Falcon Dual Voltage PCI Bus Motherboard - Accepts 75-200 MHz CPUs! 64 Bit PCI Graphics Accelerator with 1 Megabyte

Falcon PCI Enhanced IDE Hard Disk Controller with Mode 4 8 Megabytes of RAM expandable to 128

1.44 Floppy Drive & 850 Megabyte Enhanced IDE Hard Drive standard 150 ms Quad Speed Caddyless CD-ROM Drive

Creative Labs SoundBlaster 16™ & Shielded Multimedia Speakers CH Products Flightstick PRO™ & High-Speed Dual Gameports

14" SVGA Non-Interlaced Monitor, .28dp, Full Screen Picture, Energy Star Compliant 101 Key Ergonomic Keyboard with Wrist Wrest & 3 Button Serial Mouse with Mousepad

MS-DOS™ & Windows™ or WINDOWS '95™ (Your Choice)

DirectPlay™, DirectDraw™ DirectInput™ & DirectSound™ Drivers for Serious Windows '95™ Gaming Included!

One Year Parts & Labor Warranty Including One Year On-Site Service

UL, CSA, TUV and FCC Class B Certified

16550 UARTS, Customized BIOS, Temperature Sensitive Fans, and many other Unique Features!



Product Information Number 130

6

GH

EA

ä

P

Ó

30

 $\supset$ 

9

G R

G



#### Tony La Russa Baseball 3

Sports Simulation Electronic Arts (415) 571-7171

While we weren't too terribly impressed with the first two incarnations of Tony La Russa Baseball, that all changed with the third installment. From its dazzling graphics and exciting action to its deep statistical core and myriad management options. La Russa 3 is just about the best all-around baseball sim you can get. The player animations are video-based for uncanny realism, and the detailed SVGA screens may make you think you're watching a real ball game on TV. But what really puts La Russa 3 over the top is its career mode, called the General Manager Challenge. The Challenge lets you take control of a single team for life; as GM, you've got to think about the long haul, assigning scouts to find young players who'll fill out your roster as current players age and retire. The GM Challenge even gives out awards between seasons and maintains a hall of fame. EA and Stormfront Studios score a grand slam with this one.



1 A T I N G 95%

#### Transport Tycoon Simulation

Simulation MicroProse (410) 771-0440

Earlier this year MicroProse released Transport Tycoon, the heir apparent to Sid Meier's wonderful Railroad Tycoon, and expanded on the basic ideas behind the original, giving you more options for your empire-building — not to mention the beautiful high-res graphics and a clean, icon-based interface. You start play in 1930, and your goal, of course, is to become incredibly wealthy by giving the people what they really need: transportation. As the game progresses, you'll create railroads, manage bus and



In MicroProse's *Transport Tycoon*, you build an empire and watch the city grow with it.

truck routes, and even build major airports. The economic model is even more complex than Railroad Tycoon's; to be really successful, you've got to manage a complex web of industries and raw materials. It's a lot to think about, but a whole slew of charts and graphs help you get the information you need. As your empire grows and the world around you thrives, it comes to life with animations of little trains, planes, and automobiles. You'll be tempted to just sit back and watch them go through their paces, but you've really got to keep on your toes if you want to stay afloat.



RATING



#### Under a Killing Moon

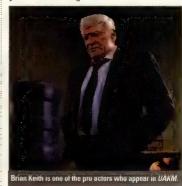
Graphic Adventure Access (800) 800-4880

Access brought wise-cracking private eye Tex Murphy back in this sequel to Martian Memorandum, but Under a Killing Moon is light-years ahead of its predecessor in almost every way. This multi-CD extravaganza was one of the first truly effective multimedia games,



and it set new standards in interactivity. You can move all around the game's high-res, highly detailed 3D world, and everyone you meet is a real, live person, courtesy of *UAKM's* extensive use of fullmotion video. Professional actors like Brian Keith, Margot Kidder, and Russell Means give the video sequences a Hollywood feel, but it's the great characters, story, and puzzles that make *UAKM* such a satisfying experience.

It's a visit to a funny, bizarre, and very believable virtual world, and one you won't soon forget.



RATING



GREAT

GAMING

GREAT

GIFTS

· GREAT GAMING

STALD

- GREAT GAMING

STHIB

**Pool Simulation** Interplay (800) 969-GAME

You'd think the game of pool would be an easy thing to simulate on a computer - but if that's true, why didn't anyone do it right until this year? The fact is, simulating pool as well as Interplay's Virtual Pool does is not easy. It might look simple, but this game is actually an amazing feat of programming, capturing the



sights, sounds, and - most importantly — the physics of pool with uncanny accuracy. When Virtual Pool was released, Interplay made the audacious claim that playing their game would actually improve your real pool skills; believe it or not, it's true. There's a built-in tutorial included in Virtual Pool that has plenty of handy tips for getting the basics down, and with a little multimedia coaching



from none other than pool great "Machine Gun" Lou Butera, you'll be able to learn advanced techniques that you can apply in reallife. But if the computer pool hall is all you need, Virtual Pool lets you play a variety of billiard games, or

try all kinds of trick shots, and its computerized players and multi-player options mean you'll never have trouble finding an opponent.



#### Warcraft: Orcs and Humans Action/Strategy **Blizzard Entertainment** (714) 556-6671

Warcraft is another real-time wargame with dangerously addictive qualities; many a dispute in our offices centered on who got to play it next. In addition to the usual find-the-enemy-and-crush-him scenarios. Warcraft mixes things up with an occasional quest-type mission or dungeon crawl - which is appropriate, con-



sidering its heroic-fantasy underpinnings. Besides its exciting blend of strategy and action and its multi-player options, Warcraft is full of little touches that attest to the designers' sense of humor and their love for gaming: the goofy, guttural voices of the Orcs, their peevish cries of "Stop poking me!" when you click the mouse on them one time too many times, etc. Warcraft is a wonderful game, perfect for anyone who enjoys action, strategy, or fantasy.





#### Wing Commander III: Heart of the Tiger Space Combat Origin (512) 335-5200

The first thing everyone notices about Wing Commander III is the full-motion video, with bona fide movie stars like Malcolm McDowell, Mark Hammill, and John Rhys-Davies. And it is impressive; the writing, directing, acting and special effects are on a level with many sci-fi movies and TV shows. But what makes WCIII stand out from the other video extravaganzas lurking on the shelves is



that there's actually a game to play between the live-action sequences game that could've been successful even without the Hollywood chrome. WCIII improves on the first two Wing Commander games with 3D, texture-mapped graphics in the space combat scenes, and a great-looking high-res SVGA mode for gamers with fast machines. WCIII is still the reigning champion of space shoot-'em-ups, and it belongs in every gamer's collection.







And there you have it. The cream of the crop, the best of the best. If you didn't find anything to ask Santa for in these pages, we've got some shocking news for you: You don't like PC games.

Happy shopping!

## BEFORE YOU PLAY FOOTBALL PRO '96 YOU'D BETTER PUT ON ONE OF THESE







#### Computer Gaming World's BEST Sports Simulation Game Three Years Running, Passing and Punting.

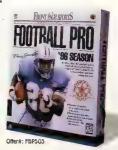
HOW do you think Barry Sanders would do against the Eagles' FOUR MAN FRONT in a short vardage situation? After FIVE straight carries? in a driving Football Pro '96. GET it snowstorm? Sierra's Football Pro '96 knows.

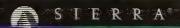
ALL new for '96. You get new players, **UPDATED** teams. All new STATS. More than 10,000 plays. Multiple player and league play. VIEWS from all over the field. Awesome SVGA motion captured AOL, or CompuServe.

3-D animation. And the best artificial INTELLIGENCE ever. So STRAP vourself in and

play Front Page Sports®: at YOUR local software retailer. Or order DIRECT 24 hours a day, 7 days a week by calling 1-800-757-7707

Visit us at: http://www.sierra.com.





# If you could feel what they feel....

The grush of helmets, the thud of pads, the smooth silk of the ball as it settles into your waiting hands. The grass falling away behind you as you run.

The sheer joy of playing the best game in the whole world.

## UNNECESSARY G G ROUGHNESS G D



Take on the best of the NFL! All-new player animations and realism are your ticket to true NFL football competition – a quantum leap over its predecessors!

				1000	
TORRIT THEF	TOR	NS	EH1		
		Bears			
	Paters Scance		MINOS PER PROS	ILIG TIME OF POSSESS	SHIN BOOK
750		COST PARTY	9 1	September 1	
	THES HI PERMISTS	II Buch	distance of the last	Section 1	
	THE COLL CONTRACTO	22 191R	FLHVI	THE RESERVE	
DUCTION IN THES	PHISSING VINNIS	ULL INTE		38 at 3 4 3	S. Asset
THE PERSON					
Check I Coul					10.00
					787
Mary William					15.43
					19 SE
	1.00				1.00
Carrie of a					2.5
TRACK STATE					457
U di Lie.					12.75
10 10 1 2770					NUS.
To take to					THE CO.
					- A
JI SECTION IN					27.V. Per

If you really want to take charge, the expanded General Manager and stats options put all the excitement and strategy right at your lingertips!



Just when you need to jam it over the line or flatten a tackler, the new "Oomph button delivers



Go into action with 30 NFL teams and more than 1300 NFL stars. Unnecessary, Roughness '96 has it all!



Develop a devastating offense and a smothering defense with the most complete set of play design tools.



Enjoy the fastaction automatic pass reception, or keep your opponent on hi toes with the real-time "Pro passing mode



See every play up close and personal – back angles, reverse angles, side angles, even helmet cameras!



Set up your game plan; even add audibles Test your plays against any kind of lineup. You're control, nondown to



Check out the game summaries and look over stats during season play. Over 100 different stats and retings!



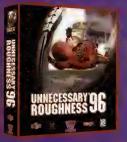
animations
league-leading

• expanded plays • General Manager

options
Unnecessary
Roughness '96
delivers the
ultimate in
hard-hitting
football action



The replays are almost as much fun as the plays themselves! See action on-screen like never before with unlimited camera angles!

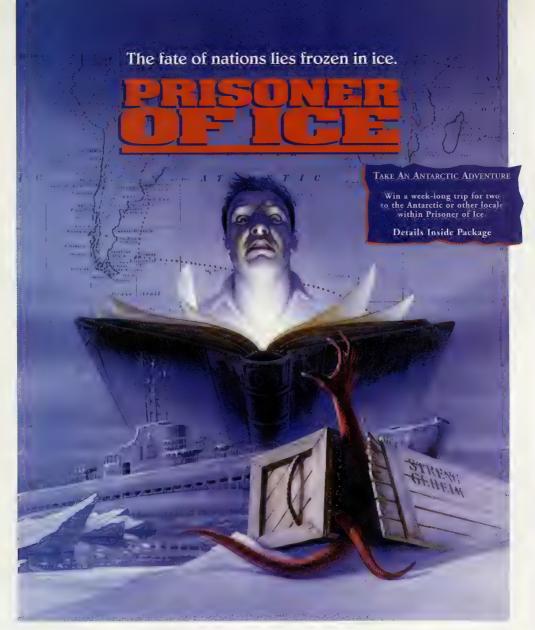






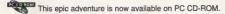


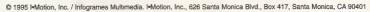
Trademarks of the fearm noticing. INHL is a regoligibility of the National Regional Region of Page 1997 of the 199



Amid an atmosphere of suspense and intrigue, you'll launch your voyage in the icy cold wastelands of the Antarctic aboard a Royal Navy submarine, where World War II looms ahead and your every move could change the course of history.

To place an order or for more information call: 800-443-3386.





XCELLENT

XCELLENI

EXTRAS



by the PC Gamer Staff

If you've made it this far through our Holiday Extravaganza, you've probably already decided on your top software picks, so it's time to turn your attention to peripherals. We've compiled a list of our favorites that cover a wide range of prices and tastes, so before you spend your holiday cash on inferior products, be sure and take a look at *PC Gamer*'s picks.

# Joysticks, Driving Wheels, and Gamepads

he best computer games are a hands-on experience, so you've probably already invested in a joy-stick or gamepad. But if you're like many gamers, you've probably shortchanged yourself in this area, buying the simplest (and cheapest) controller you could find. Nothing can enhance the computer game experience more than a high-quality joy-stick or gamepad, so here are a few we've come to rely on.

# FLCS-16

Thrustmaster Corporation (800) 468-3775 \$199.95

Although they're starting to lose ground to newer joysticks from Logitech, Suncom, and Microsoft, the Thrustmaster line of joysticks is still a great choice for anyone looking for a solid, reliable controller.

When it comes to the ultimate in PC control devices, Thrustmaster's latest stick — the FLCS-16 — is a fine addition to any fighter-jock's arsenal. Fully com-

patible with both the WCS Mark II Weapons Control System and the new Throttle Quadrant System, the FLCS-16 is one of the most potent sticks on the market. With its two-stage trigger, four-way switches, and three additional buttons, the fully programmable FLCS-16 does exactly what it's supposed to do: it helps give you the utmost control without having to take your eyes off your target.

Fans of Thrustmaster's top-of-the-line joystick, the FLCS-18, might be interested in this special edition of the FLCS. But since it's limited to 590 units and sells for around \$500, you'll have to be a very dedicated gamer to fand one.

# F-15E Talon/Eagle

Suncom (800) 228-7449 \$129.99/\$199.99

Suncom has raised the stakes in the fight for your gaming dollar with their Strike Eagle series of controllers. These high-quality joy-

sticks come jampacked with all the features you could possibly want, including two fourway "hat" switches, four fire buttons, and - best of all - the ability to program keyboard functions into any of these. While the Talon only allows you to program in one keystroke per button, the top-of-the-line Eagle lets you assign entire strings of keyboard commands to a sinale button.

The entire Strike Eagle series was designed using specs from the real-life F-15E Strike Eagle let.

# F-16 Throttle Quadrant System

Thrustmaster (800) 468-3775 \$199.95

We were pretty blown away when we got our hands on Thrustmaster's latest weapons control system, the F-16 ThrotFXCELLEN

EXTRAS

EXCELLENT

tle Quadrant System. This impressive looking controller sets new standards in quality and functionality. Modeled after the real-life throttle quadrant from the F-16, the TQS has a solid, high-quality feel, and comes feature-packed with a total of six programmable knobs, switches and buttons located on the very comfortable grip. The part we like best is the tiny targeting trackball, which sits conveniently under your thumb and works as a mouse, letting you lock on to targets with high precision in those demanding flight sims. The only drawback to the

TQS is that it must be used in conjunction with Thrustmaster's FCLS-16 joystick (it's not compatible with other sticks), and with a street price for the

pair running close to \$300 bucks, you'll have to be a very dedicated fighter jock to part with the cash.

The F-16 TQS is one of the finest controllers we've ever seen, but it's also one of the most expensive at around \$200.

# Formula T2 **Driving Wheel** & Pedals

Thrustmaster (800) 468-3775 \$179.95

Looking for a good driving setup to get you through your favorite driving game? Well. Thrustmaster has been hard at work updating their popular Formula T1 driving system with a number of

features that make it an even better value than before. This new system is called Formula T2, and should come in at around the same price as the T1. What you'll get is a little more padding on the steering wheel, a sharper, smoother gear-shift, and redesigned pedals that work much more smoothly than their predecessors. The Formula T2 driving sys-

tem from Thrustmaster should come in at around the same price as the original T1

# Competition **Driving System**

**Extreme Competition Controls** (612) 824-6733 \$439.95

The Competition Driving System is the first line of products from a relatively small company - Extreme Competition Controls - but if the quality of these products is any indication, we'll be hearing big things from ECC. Consisting of both a driving wheel and pedal setup, the CDS is a racing nut's dream. The

steering wheel is about as heavy-

the Competition

**Driving System runs circles** around other driving peripherals, the price \$439 - may be a bit too steep for all but the die-hard driving fan.

duty as you can get; it feels like it's been pulled straight from a Formula 1 racer. The pedals have an equally substantial feel, and they're thoughtfully designed with a nice incline and an even feel throughout their range of travel. With a retail price of \$439 for the pair, the CDS is definitely on the high end of the price spectrum, but if you demand the most from your driving games, this is the ultimate setup.

# Microsoft SideWinder 3D Pro

**Microsoft Corporation** (206) 882-8080 \$59.95

The folks at Microsoft have used their experience in creating high-quality peripherals to bring an incredible entry to gaming with the Microsoft SideWinder This one has a few new features that'll

The Microsoft SideWinder 3D Pro is a feature-packed joystick with a modest price

change the way you look at joysticks (for starters, it's digital) and prepare the way for gaming under Windows 95. But since the digital technology it was designed to take advantage of isn't widely applied just yet, Microsoft made sure the SideWinder would work as a native analog joystick, too. It feels great, it works perfectly, and it can emulate either the Thrustmaster FCS or CH Products' Flightstick Pro, giving

# Stocking Stuffers

Trackman Marsh

(5)(0)(7)

Tight strengths that uses a last or like the most in the second of the movement of the full first collection at the mechanical parts associated without the second of the second

on and reliability. Because of the conregular cleaning requires. The TrackMan Martin are o

rogram a flutton to use of double-off

Logitect always made high-quality peripherals for the PC, and the TrackMan Marble is no exception

Integraci Aura Systems (310) 1. 4581

A SY

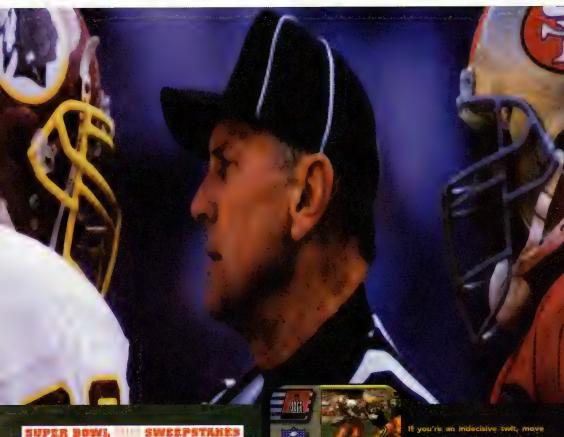
A TO Cushion, weirmel reality score, or designed to long of the Section of the Se chair and plug in o ar audio ou au. 1884 Signals are convert dusits, Aura's parer o electromagnetic actuator rechnology (a growth of a U.S. military protect, and a royal nisa teganin n

itin standard audio e racil



Not only does the Interactor Cushion add to your gaming experience, it provides pretty good lumbar support.

second-guessing refs and snarfing down pretzels is nothin'. try making 300 critical calls in under 20 seconds each while answering to a side of beel.



# TRY THIS ONE

A Redskin punt touches a 49er blocker downfield. A Redskin picks up the ball and runs into the end zone.

Redskins' ball; at spot of recovery

Redskins' ball; after 5 yd. penalty from spot of recovery

TD Redskins

49ers' ball; at spot of recovery

What's the call? The right answer could land you and a friend in Arizona next January for Super Bowl XXX.

No purchase necessary. Sweepstakes ends 12/31/95 Call 1-800-340-7888 for entry details.

on. NFL Instant Replay's the real thing, Over 300 full-motion video iepioc NFL plays on PC CD-ROM, narrated by Pat Summerall. But it's not enough

to be right. You've got to be fast. Pitted against the clock or a buddy, choose the right answer and move through the regular season, playoffs and into the Super Bowl round. Dispute a ruling? Consult the complete NFL rule book that's included in hypertext form. But why? You're a walking rule book, right?

Product Information Number 189







All your twisted dreams of power.
Granted.

All your schizo-paranoiac fantasies.
Free rein.

All your enemies, and all their enemies, and so on and so on and so on.

Broken.

All your damp, dark, chaotic longings to control the universe. Be careful what you wish for.

# Hitatil Voll

The first net-capable, intergalactic, PC CD-ROM game of ultimate strategy.

Enter at your own risk. October '95.







you the versatility you need to play DOS games that support only one joystick or the other. (For more on the Sidewinder, check out the Peripheral Visions column on page 298.)

### Wingman Extreme Logitech (510) 795-8500 \$59.95

Logitech knocked one out of the park with their Wingman series of joysticks. These elegantly designed and solidly constructed joysticks have the look and feel of sticks costing nearly twice the price, with performance that you'll definitely appreciate. The lower-priced stick, the \$29.95 Wingman, is a simple two-button joystick that brings a high level of quality to the low-end joystick market.

But if you've got a little extra pocket change and want to get the most bang for your buck, the Wingman Extreme is definitely the way to go. The Extreme is a four-button joystick that comes complete with a hat switch and is compatible with software designed for the Thrustmaster FCS. After putting in more than a few hundred hours of flight time with the Extreme in joystick-busting sims like LucasArts' TIE Fighter and Falcon 3.0, we've come to appreciate the exceptional comfort of the Extreme's molded handgrip and smooth action. In our opinion, the Wingman and the Extreme are easily two of the best joysticks on the market.

# Flightstick Pro **CH Products**

(619) 598-2518 \$59.95

Although the CH Products Flightstick Pro has been around for quite a while, this old standard still ranks highly as one of our favorites. While it may not look as sleek or have the authentic fighter-jock look and feel of its rivals, the Flightstick Pro is a very comfortable (even for lefties) and

The Flightstick Pro may be a little long of price and quality.

in the tooth, but it's still a great brend

durable stick that quite simply does everything it's supposed to do. Sporting four buttons, a throttle and a four-way hat switch, the Flightstick Pro also has the advantage of being widely supported in a number of flight-sims and action games.

# PC GamePad

**Advanced Gravis** (800) 663-8558 \$19.95

If you've been reading PC Gamer for a while, you already know our opinion of Advanced Gravis' Gamepad. We love it. This is simply one of the best-designed and most versatile pieces of hardware you can own. This simple - but surprisingly effective — four-button controller gives you complete control over everything from fast action games like Doom and Heretic to demanding sports sims like NHL '96. And with a street price of around \$15, you basically have nothing to lose by picking up a Gamepad.



# SFX 2000

Suncom (800) 228-7449 \$24.95

Now that we've confessed our undying love for Advanced Gravis' Gamepad, we've got another confession to make. Ever since we started using Suncom's SFX 2000, we think we may have found another love. The

SFX is an eight-button gamepad that, as far as we know, is the first to offer the ability to program each of the eight buttons (and the four-way directional pad) with any desired

SEX is

the periect

voo want

choice when

gamenad-style

control for a game

that doesn't support

keyboard command. Add to that a fourway switch for choosing between programs, and you've got a total of 48 commands at your disposal. Better yet, the SFX doesn't require any memory-robbing software to run; it simply stores the information in memory onboard the SFX.

After programming the SFX for Origin's action hit Crusader, (which unfortunately Balle up (2 (8)) - 1 (10 8 - 1

Prince on the speciment ono sensor, and it's propagation with erosoft Baseball. Hardball & 4 From F - e oris Baseball. and the Tony LaBlass s dies packaged with ESPN Baseball gunt Using one of thisse games for the Pi-can swing at the incoming pitch instem sing a gamepas or clicking on a mousnd our religing, your case use this budgers or



controller adds a new dimension to besoball

Street Truling 🔘 रेक्ट अधान 😂 🗗 रे Simon & Schusic 16 (800) 983 7325 \$7.75

To service to any Star Trek Inc. Contained o CO is information on the original sec-

The Star Trek phough into to satisfy the most ardem Trok fan.



EXCELLENT

EXIRAS

EXCELLENT

EXTRAS

\* EXCELLENT

EXTRAS

EXTRAS

doesn't include its own joystick support), we found that it more than paid for itself when blasting through consortium labs. Judging by the response this gamepad has already gotten, Suncom should have their hands full trying to fill orders for the SFX for quite some time.

# CH Throttle/ CH Pro Throttle

CH Products (619) 598-2518 \$99.95/\$139.95

We've only recently had some hands-on fun with CH Products' newest peripherals, the CH Throttle and the CH Throttle Pro, and we've got to say they've already become favorites among the PC Gamer staff. The comfortable, sleek design of both products puts them ahead of Thrustmaster's WCS MkII and make them a great alternative to the very expensive Thrustmaster TOS. The Throttle has twelve programmable features, including a four-way hat switch and two-way button, and the Throttle Pro has 20 user-programmable buttons with 4 four-way switches. Best of all, you'll be able to use either with any joy-

stick or flight yoke. Just a word of warning you'll need big hands to reach most of the buttons on these controllers.

The \$139.95 CH Pro Tarottle is a solid contender to Thrustmaster's WCS and TRS, with plenty of features you'll need for some boggy-busting fun.

# Virtual Reality Headsets

Much has been made of virtual reality in recent years, and with all the jargon-driven hype created by the press, you'd think we'd be hip-deep in VR goodies by now. In the real world, however, VR is still in the early stages of its development with only a few products on the market that actually provide a taste of how exciting the world of VR can be. Here are two we think are worth a look.

### Forte VFX - 1 Forte Technologies (716) 427-8595 \$995

Forte Technologies offering to the virtual reality craze is the VFX-1 headset. Unlike the Virtual i-O's design, which allows peripheral vision into the real world, the philosophy behind the VFX-1 is to completely immerse the gamer in a virtual environment; and it certainly does that. Using cushy built-in headphones with a flip-up visor, you'll feel surrounded by sights and sounds. The 3D Stereoscopic Flip-Up Smart Visor, offers a 45-degree field of vision, and the VOS circuitry follows your head's movements through a full 360 degrees of yaw and +/-70 degrees of pitch or roll. The VFX-1 .7" dual activematrix color LCDs for viewing and has a built-in microphone to provide handsfree communication with other gamers or voice-recognition systems.

The headset plugs into its own 16-bit interface card, so you'll need a slot free in

your system — you'll also want to be sure you've got a VGA card with a free feature connector.

> With its fully immersive field of view and highquality beadphones, the VFX-1 is a cyber-

# Virtual i/O i-glasses! Virtual i/O

(206) 382-7410 \$799

The other virtual reality-check comes from Virtual i-O's i-glasses! headset. Weighing in at only eight ounces, it resembles more of a fancy ViewMaster with headphones attached than the standard view of the company of

of the Yeti.

dard headencompassing VR set design, and it can be used with regular glasses. It also utilizes two .7" color LCDs and the same degrees of movement as the VFX-1. The light weight of the iglasses! helps minimize the effects of vertigo and motion sick-



# | | Cr g ron e-| FormGon.sin-| (602) 441 | Sis s.

Fig. 1. It is a service of the servi



If you don't have access to a network or modern, you can still anjoy multiplayer geming with the Head 2 Head Game Kit.

# T. U. n. m. e. Coanterdood:

you're not quite ready, for Window 95, you're in find the answers you seek in Quarterdecks. The Comme Runner, which bombares the oxidere Child Minemory reanager, their Aldries, Cachestiand ANS

The Aldridge
of a unique littly that banks transmitty access
date into RAM, alloweding the seed to rule
from the fund-drive. This speeds up games
expecially when you be warned at the
state of scenarios to load.
The funder-bearers true, unique

The Genechester is the survey of the processor of a gener utility that according less you go inside meny of your lavorice gar and after them to give yourself more money, greater strength, a higher number received. The game must specificant the supported by The Genechester, but Quarter and was the first substituted game.

The Game fluorer is less expensive than duarterdeck's GEMM v.7.5 package, and includes some game-enhanc-

ing software.

CAME RUNNER!

..commueer on page 150

# Spatializer's Sound Partnerships.

Experience audio ecstacy. Spatializer® 3-D stereo – the most realistic audio you've ever heard – is now available in products from some of the largest and most respected brand names in the world.

Spatializer audio surrounds you. Interacts

with you. And sounds like real life – from just two speakers.

Now everything from TVs and VCRs to PC games and interactive multimedia systems utilize *Spatializer* technology.

Exhilarate your senses with the rich fullness

of sound the way it was meant to be heard. Look for *Spatializer* technology in these brands and many more wherever quality audio, video and PC multimedia products are sold.

Spatializer 3-D stereo. Audio with a passion for Life.

# COMPAO

**Panasonic** 

HITACHI

SHARP.





**EPSON** 

PROTON





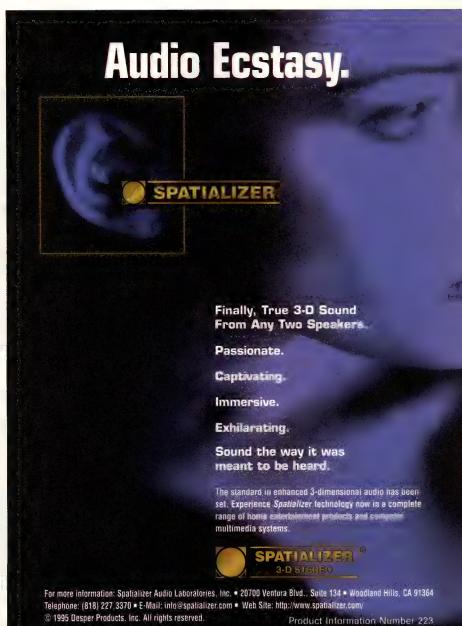














# Speakers

Speakers are fun; it's no secret that they're one of our favorite PC accessory categories. With all the different types available, it must be one of the largest and most confusing peripheral markets around. And nothing can enhance the gaming experience like a great set of speakers - those loud thumping sound effects and crystal clear tones are the icing on the cake.

# Altec Lansing ACS500/ACS300

Altec Lansing (800) 648-6663 \$200/\$450

Altec Lansing has always offered a wide range of speakers, and if you've been reading the magazine, you know they come highly recommended by the PC Gamer staff

never more so than this year, when we saw their new highend model, the ACS500, a

The hevof these tall

speakers works to create true surround sound quality for the ACS500 series.

three-piece system with an 18-watt subwoofer and two tall satellite speakers that don't take up too much valuable desktop space. The satellite speakers are designed so each speaker throws sound out in several directions to create theater-style Dolby Surround sound. It's a beaut!

If that's too rich for your blood, Altec has several other three-piece systems in the \$180 - \$300 range, all of which produce a very full sound. We'd recommend the ACS3 model for around \$200. It comes with a 15-watt subwoofer and two clam-shell speakers.

These clam-shell speakers may look small, but take it from us - they can really pump out some sound.

### LCS-3210 Labtec

(360) 896-2000 \$119.99

Labtec, long known for their line of entry-level speaker systems, is stepping up their efforts to produce a more highend line of speakers geared toward both the audiophile and the computer gamer who demands quality sound. Their topof-the-line system is the LCS-3210, which uses Spatializer 3D-Sound to create the feel of room-filling surround sound with just two speak-

ers - at slightly more than \$100, that ain't bad.



Surround sound with two speakers? Check out these LCS

3210 speakers at your local computer store, and see if you believe your ears.

# J-902 System

Jazz Speakers (818) 336-2689 \$199.95

Jazz joins the subwoofer wars with their excellent J-902 system. The two 5-watt satellite speakers are nothing to write home about - they're not even Jazz's top of the line - but the 18-watt subwoofer backs up their thin low end to



System is a great-sounding trie of speakers and not a bad bargain, either.

give them a full, powerful sound even at low volume. And unlike most subwoofers for computers, the J-902 has a wooden cabinet, which seems to give it a natural resonance. The J-902 sounds at least as good as the very popular Altec Lansing subwoofer system, and better than most others.

# Const. Waite Group Pro-(809) 788 2 2 5 \$2.43

T). ( significant get enough levels of Doom. The kin not only includes numerous eas tom-made levels (.WAD files), but all the to-s

Seen those Doom .WADs and think you can do better. or just think it'd be coal to try? The hest way to find out is to pick up the Doom Construction Kit.



# Intimity Machine REM Software

B to a college of the that union advantage, REM software has to solution. The *Intimity Machine* 1911

gi re thanking ethor around no no Basically, the *latinity Macrime* with your sacraful known numerical values s as money, provincent or sevenath and change them to your liking. You cancils a search to unknown imeter har values such as hear slitefuls, etc. It does it all, and does it well bren le playing, you san hit a hot key and jum into the editor (see yan e vall excematical) pause, aske changes and common to the yan e. You can even freeze

y in health at 100%. Description of the property of the property of the property (uses only 25% of HAM) words won t slew down your game performance orks with all DOS extenders, and when you're distinct with your changes, you can save than to a file and load them next time you pay. As best of all, it works with a roally any game bat has an erable variables, so you don't have to uy u

If you want to be a real sonak. the Infinity Machine can even be used doring a network gama. You can change variables while you play and fry your opponent



# ALLIED GENERAL

# BIGGER. BETTER. READY TO ROLL!

WINDOWS 95 CD-ROM for IBM & Compatibles

Game Rating

1-800-771-3772

info. call

Power Mac CD-ROM If you were blown away by PANZER GENERAL, you'll be blown to bits by ALLIED GENERAL!

ANZER GENERAL took the gaming world by storm. It established an entirely new game category, prompting Computer Gaming World to call it, "... such fun that even non-wargumers are likely to find themselves hooked."

Now. prepare to become an ALLIED GENERAL.

Volume II in SSI's premier 5-Star Series" has you in its sights — and this time the battlefield is the state-of-the-art Windows 95 environment!

Like its award-winning predecessor, success depends on your effectiveness as a leader. Play three

campaign games as an American, British or Russian General against the German army. Or choose over 35 scenarios that let you play as either the Allied or Axis side. Engage in a little conjecture: several what-if scenarios include Churchill's never-realized invasion of Norway — Operation Jupiter. With so many choices, your abilities will be tested as never before!

Watch your forces grow with each victory. Use new troop types such as Finnish

ski troops. Engage in E-mail gaming with streamlined file transfer and full VCR playback of your remote opponent's turn. All of this and more await your challenge. Welcome to the next generation of strategy gaming!

NUMBOWS 11

# ALLIED GENERAL. The excellence continues.

To Order: call 1-800-601-PLAY with Visa/MC (North America only).



ALLIEU GENERAL and FANZER. GENERAL are trademarks of. Strategic Simulations, Inc. ©1995 Strategic Simulations, Inc. All rights. reserved. Windows is a registered strademark of Microsoft Corp.



A MINDSCAPE® COMPANY

Product Information Number 229

IBM SVGA DISPLAYS

# STANDARD GUIDE FOR HOKING VICTIMS

YOUR VICTIM IS NOT CHOKING YET. YOU MUST ACT FAST. EVERY SECOND COUNTS.



To intitate choking, tilt victim's head back using heel of foot. Proceed to lodge foot in victim's mouth, removing any excess teeth, as they may impair steps 2,3, and 4.





Insert fist into mouth and probe for bronchial tubes. When found, grab tightly and pull out through nose.



If no gagging sounds can be heard, administer 4 sharp olows to victim's larynx with heel of foot. Note: A purplish color on victim's face is desired as it indicates that choking is not entirely due to foot edor.

ii m



If victim is still not choking, turn upside down and shake vigorously until spieen is lodged in throat.

# IF VICTIM DOES NOT BEGIN TO CHOKE REPEAT THIS 4-STEP SEQUENCE. BO NOT GIVE UP.



SHEUME



# YOU'RE IN COMMAND, ARE FOU PREMIED

AIBLE

TAKE ON THE ROLE OF A TASK FORCE COMMANDER AND IMMERSE YOURSELF IN THE WORLD OF HIGH-TECH NAVAL WARFARE. EXPERIENCE THE THRILL OF PLANNING AN ENTIRE AERIAL CAMPAIGN AND BRINGING YOUR STRATEGY TO FRUITION.

PERFORM RECONNAISSANCE, ESCORT, INTERCEPTION AND STRIKE DUTIES AGAINST AIRFIELDS,

CITIES, OIL INSTALLATIONS, INDUSTRIAL CENTRES AND ENEMY HOS.

WITH TRUE 3D, IMAGE-MAPPED, SVGA GRAPHICS, YOU CAN VIEW YOUR AIRCRAFT, COCKPIT AND MISSILES FROM ANY VIEWPOINT.
FACING THE, MOST INTELLIGENT COMPUTER-CONTROLLED OPPONENTS EVER SEEN IN A COMBAT FLIGHT SIMULATOR, YOU'LL BE GLAD OF THE
LATEST HUD TECHNOLOGY, AUTOMATED TARGETING SYSTEMS AND PHOTO-REALISTIC COCKPITS, ALL BASED ON REAL MILITARY HARDWARE.
WITH SUPER-REALISTIC SOUND EFFECTS AND DETAILS SUCH AS SUN-GLARE, BLACKOUTS, SCIENTIFICALLY ACCURATE FLIGHT DYNAMICS
AND REAL MILITARY SCENARIOS, YOU'LL FIND IT HARD TO KEEP YOUR FEET ON THE GROUND.

# NAVY STRIKE THE ULTIMATE IN SUPERSONIC AERIAL COMBAT AND STRATEGY











PC CDROM

13220 winterno con 1 20874 Ta: 301 916 9302 Fax: 301 916 0437



UNEXPECTED PLEASURES

PLEASURES





by Lance Elko

You're a gamer, so we know what makes up the bulk of your software library, but...

e're betting you have some non-gaming CD-ROMs, too Compton's Multimedia Encyclopedia, Microsoft's Cinemania, that sort of thing. And you've probably discovered that some of them can be as much fun as a good game. That's why we scanned the market for entertaining programs you won't find on the game shelves, programs that cater to a wide variety of tastes and interests. We found some live-wires that are fun and engaging - and while they might be labeled as reference, education, or even as applications, you're bound to be entertained.

# The Alchemist Enteractive (800) 452-9999

Okay, maybe it's risky to lead off with a

program that many gamers are bound to disdain, but what the heck ... we have no control over the alphabetical sequencing of these titles. The Alchemist is a new-age CD-ROM that you'll like if you have interest in things like Karl Jung's theory of



Each of the four elements in The Alchemist offer a zenlike response.

synchronicity. This title is graphically stunning - one of the prettiest we've seen and is used primarily to provide Tarotstyle readings. You use earth, air, fire, and water cards to receive sage advice on questions about your finances, relationships, career, and the like. While it's easy to dismiss this as gobbledygook, the program has a serene, meditative quality that pulls you in. If personal enlightenment through the age-old techniques of alchemy sounds cool, you'll like this.

# The Beer Hunter **Discovery Channel Multimedia** (800) 762-2189

The perfect beer - that's host Michael Jackson's self-described lifelong quest. Based on The Discovery Channel's fivepart series of the same name (also hosted by Jackson), The Beer Hunter takes you through the history of beer and the art of brewing, much the same way that the TV series did. It's interesting, if a little static. But the real strength of the program is the Field Guide, which covers 180 microbreweries from all regions of the U.S. You learn about each of the brews from these micros, as well as Jackson's favorite 24 beers. He tells why these are his favorites, offering details about the body, color, taste, etc. If you're in search of selective suds, this is the disc.



British beer critic Michael Jackson is the talking head throughout the program. He takes his hops seriously, and his Top 24 microbrews are worth checking out if you're looking for a new drinking pleasure.

## Digital Digits Milennium Media Group (800) 892-6848

OK, OK, we said we're not covering games here, but this one's not the kind you usually see covered in PC Gamer. Like its sister title, Word War 5, Digital Digits was created by French puzzle master Pierre Berloquin. The premise is simple enough - create patterns of numbers in which adjacent digits must be separated by at least one number (1 and 3 would be no-no's for 2, and an 8 or 0 would be prohibited next to a 9, for



example). The going gets tough when you begin to encounter complex three-dimensional grids, some with elliptical shapes. You can also alter the rules to modify the challenge. If you like brainbusters, this one's got the right stuff.



When Digital Digits starts giving you three-dimensional grids, the puzzles get tougher. This is one of the easier puzzles to solve.

# Echo Lake Delrina (800) 734-2330

PLEASUR

NEXPECTED

NEXPECTED PLEASURES

This multimedia family album has wonderful appeal for those who keep childhood photos, go to reunions, and remember their grandmother's maiden name. In other words, most of us. Echo Lake, a Windows-based CD-ROM, provides a clever interface that uses the den of a vacation cabin as a metaphor. A desk, bookcase, and photograph on the wall are the keys to assembling and viewing photos, videos, personal notes, letters, and everything else that helps chronicle a family or group history. You can build a collection on one person that's repre-



A rustic cabin metaphor offers all the tools you need to create a multimedia family album. Each book on the shelf in the background represents an individual's profile (we've started work on three), and you can fill the shelves if you've got a large family or group.

sented as one volume of many on the bookshelf, and modify it at any time. It's feature-packed, but you'll need a video-capture board, scanner, and microphone to really make full use of it. *Echo Lake* is down-home hi-tech that's truly fun to use.

# The Greatest Paper Airplanes Mindscape (800) 234-3088

Sure, there's still a kid in all of us. We all sailed paper missiles helter-skelter in some elementary school classroom. This Mindscape disc for Windows-based machines offers you the chance to do it right. Really right. There are directions for 50 models, covering different classes of craft, such as gliders, darts, fighters, and starships. You get clear step-by-step 3D instructions on screen - and you'll need 'em. Some of these babies require the patience of Job and the stamina of Lindbergh, as the dozens of complex folds grow tedious. A guarantee: You've never constructed a paper plane like any of these. A laser printer and standard paper work just fine.



The Greatest Paper Airplanes offers 50 models, ranging from easy-to-build darts and gliders to complicated SSTs and starships.

# Highway 61 Interactive

Graphix Zone (800) 828-3838

Of all the "interactive music" CD-ROMs



This collage is the jumping-off point for Highway 61 Interactive. Every item here is a journey into the life, times, and music of Dylan.

on the market, this one's the best. In covering the life, songs, and times of Bob Dylan, Highway 61 Interactive uses a multimedia collage of objects you can click on to take you to unexpected places. A photograph on a wall becomes a video excerpt, a door leads to the streets of New York, where you can take a virtual tour of Greenwich Village and the haunts of a young Dylan. This Windows CD-ROM is full of surprises — you never know where you might be going, but by immersing yourself in the journey, you'll better understand Dylan's powerful influence in the American music scene. (By the way, don't run this on anything less than a fast 486.)

# The Improv Presents Windows 95 for the Technically Challenged

Graphix Zone (800) 828-3838

Even if you're a hacker who needs no introduction to a new operating system, you'll appreciate the innovative approach of this new CD-ROM. Graphix Zone uses the pros of The Improv comedy club to teach the OS we'll all be using in due time. There are plenty of video warm-ups and one-liners by members of the Improv troupe, and the humor is mostly first-rate. The tutorial consists of 17 lessons (each with subsections), all presented via interactive comedic sketches. For example, an Improv member instructs you to move your cursor to the toolbar and click on a particular icon. Running under either Windows 3.1 or 95, the program does a very clean job for total novices, and manages to teach seasoned users a thing or two as well.



Each lesson kicks off with a comedic video clip. Underlying all the humor, however, is a fairly detailed tutorial.

# Material World StarPress (800) 782-7944

This Windows CD-ROM is the result of a great idea, and it works like a charm. Material World pans the globe to look at families from different nations and cultures. You see how they live, what they

# **WARNING:** The Host of This Game is **NOT** User Friendly.



# ATMOSFEAR

fractured race of frightening fun. Experience the best of all worlds in a game of speed, strategy, skill, suspense and stunning graphics as you journey through a land somewhere between nowhere and forever called The Other Side. Become one of the infamous Harbingers, then explore the six Provinces on a quest for the six keys needed to unlock the gates and unleash your powers. But be quick because time and the Gatekeeper are against you and everybody else is out to get you in this CD-ROM game of betrayal, Black Holes and blind trails.

- FOR 1 TO 6 PLAYERS
- . 3-0 SVGA GRAPHICS
- MULTIPLE ENVIRONMENTS
- WIDE VARIETY OF GAME PLAY

ATMOSFEAR YOU CAN'T SAY YOU WEREN'T WARNED.













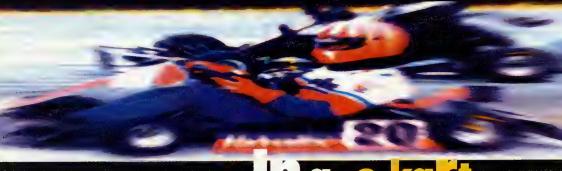


BBS: 1-818-295-6730 e-mail: TWIinfo@goLcom America Online®: Key-ma

a s No. I VIDEO BOARD GAME!

CD-ROM version © 1995 EMG Publishing, Time Warner Interactive and A Couple A Cowboys Pty Limited. All Rights Reserved "Atmosfear" is a trademark of A Couple A Cowboys Pty Limited.

Heart-pounding-white-knuckled-Stomach-in-the-throat-racing.



in a go-kart.

Put your pedal to the metal, 'cause the pack don't wait for Sunday drivers.

# WIRIUML KARTS

Swervin', curvin', movin' and groovin'. That's what Virtual Karts<sup>™</sup> is all about.

Shoot through a series of serpentine speedways. Go bumper to bumper with the tyrants of the track. And if you've got the drive, capture the checkered flag.

No matter which road you choose, it's the most fun you can have with your butt four inches off the ground!





For IBM°-PC & Compatibles on CD-ROM. 1-800-879-PLAY. http://www.microprose.com

©1995 MicroProse Software, Inc. All rights reserved.

XPECTED PLEASURES

PLEASURES

UNEXPECTED

PLEASURES

UNEXPECTED

PLEASURES



eat, how they work and play, and what they own. Information is provided via photo slideshows and video clips. Narrated by Charles Kuralt and assembled like a family album, Material World is endlessly fascinating. Survey results from a poll of each of the families from 30 nations represented here are surprising, and sometimes shocking. If finding out what's for dinner in Mongolia - or what you do with your time in Western Samoa sounds interesting, you need to check this disc out.



In Material World, you can select from any of 30 families from around the globe find out how they live, what they eat, and what they do for work and play.

# Microsoft Complete Interactive Guide to Baseball -1995 Edition

Microsoft (800) 426-9400

There are some great baseball sims on the market, like LaRussa 3 and HardBall 5, but if you're a fan of the real game, this Windows disc is a must have. Now in its second year and nicely improved over the '94 edition, Complete Guide establishes itself as the reigning champ of



A new addition to the Baseball '95 edition is a ballparks section. For all 28 majorleague parks, you get seating diagrams, best spots for food and parking, as well as tips on where to find the hest souvenirs

baseball references. Anything and everything you want to know about the sport history, players, teams, records, or ballparks — is here, and then some. Packed with video (clips of Ruth, Gehrig, and other greats are here), audio (gems from broadcast archives), and photos, the Guide lets you relive great moments. Or you can lose yourself in fascinating historical detail. Serious fans can test their knowledge with the challenging Trivia quiz.

# Microsoft Complete NBA Basketball Guide Microsoft

Using the same engine as Microsoft's baseball disc, this hoops CD-ROM for Windows delivers everything you could

possibly want to know about the NBA. The '94-'95 edition, which includes season summaries. postseason play, league features current hoopsters... leaders, All-Star Game histories, and player profiles, is being replaced by the '96 edition (avail-

able in

The new

version

November).

(800) 426-9400



en she will a n

Microsoft has the best

NBA non-game around. It

great teams and players.

builds on its predecessor by adding larger and smoother video clips, in-depth looks at league arenas, profiles of all active players (last year's version was selective), coverage of rookies (with college stats), and other new components. Like the baseball disc, this is the bible of its sport. And also like the baseball reference, you can lose yourself in it for hours.

# Monty Python's Complete Waste of Time 7th Level (214) 437-4858

Celebrating Monty Python's 25th anniversary, this rather unusual disc is almost a year old, but we're including it in case any of you fans missed it. Several of the original cast, including Terry Gilliam and writer Terry Jones, had a

hand in developing this, so it's genuine Python. Which, of course, means lunacy, absurdity, silliness, games, and a giant hodgepodge of stuff to do. A lot of the content is based on original skits from the TV show. True-blue fans will recognize (nudge, nudge) the inspiration for many of these, uh, activities. There's little instruction on the CD, so just cut loose and click away.



Strange games like Spot the Loony have a million and one distractions - things happen fast.

# Nile: Passage to Egypt The Discovery Channel Multimedia (800) 762-2189

Developed by Human Code and the first real breakthrough CD-ROM for The Discovery Channel, Nile: Passage to Egypt puts you in a felucca (a common wooden sailing vessel on the Nile) along with a compass, map, and other tools. The 3D self-guided



Your 4,000-mile tour up the Nile is selfguided. The program uses beautiful rendered graphics..



as well as video to provide a "you are there" quality to Nile: Passage to Egypt.

tour takes you on a 4,000-mile journey from Lake Victoria to Alexandria on the Mediterranean. The first-person perspective provides a "you are there" realism as you view detailed renderings of cities, plains, cliffs, jungles, and remains of historic civilizations. There are several dozen stop-off points you can explore, plus a variety of games and puzzles, one of which teaches literacy in hieroglyphics. The pyramid site illustrating 12 steps to mummification will stay with you for a while. It's never a dull tour.

# The Official 1995/1996 NFL Interactive Yearbook RealTime Sports (800) 554-4420

Like the NFL, this annual yearbook has "license" stamped all over it. It has the blessings of the NFL and NBC, as well as a section for ordering merchandise. While many of us are fed up with licenses and endorsements, brought to a head by the NFL vs. Jerry Jones circus, we'll put our cynicism aside to say that this disc has pure appeal for pro gridiron fans. There's nearly an hour of video clips, a detailed look at the '94 season, and plenty of historical data on record holders, top draft picks, hall of famers, and the like. You get current profiles on players from all squads, and a neat feature that lets you compare the stats of any two players - a nice way to settle a halftime argument.



Rhino Rock Expedition: the 60s Compton's New Media (800) 261-6109

Career stats and personal info is available for all NFL players from the '94 season in The Official Yearbook.

"Inna-Gadda-Da-Vida, honey, don't you

know that I love you?" If you just got warm and tingly, and the organ and fuzzguitar riff filled your head (We're not being sarcastic — some of us bought the album after seeing Iron Butterfly live), you'll probably like this CD-ROM. It features The Vogues, Tommy James and the Shondells, The Searchers, The Turtles, The Monkees, Vanilla Fudge, Beau Brummels, The Young Rascals, Iron Butterfly, and Sonny and Cher. What you get: one hit song from each of these ten groups (playable on your audio CD), a brief liveperformance video clip, an audio interview with a band member remembering some nugget about the song's composition, as well as trivia, a discography, a "where are they now?" section, and more. This isn't a must-have, but it's guaranteed to make you smile and tap vour feet.



Stories on how songs were created and a "Where Are They Now?" section make for fun reading in Rhino Rock.

# Rhino Soul Expedition: the 60s Compton's New Media (800) 261-6109

Like the rock version (above), you get the skinny on ten musical acts from the 1960s. The only difference between these products is the lineup of performers interface and entry points are identical. This collection features Otis Redding, Wilson Pickett, Eddie Floyd, Sam and Dave, Clarence Carter, Carla Thomas, Archie Bell and the Drells, Rufus Thomas, Booker T. and the MG's, and The Capitols. Like its sister product, Rhino Soul Expedition is a disc you'll fully cover in less than a couple of hours, but hey ... the street price of \$25 or less makes it a good deal for nostalgia trips.



In Rhino Soul, Booker T. and the MG's let loose on "Green Onions."

# Stephen Biesty's Incredible Cross-Sections: Stowaway! DK Multimedia

(800) DKMM-575

Strange title, huh? Strange premise, too. In this disc, you explore the bowels of an 18th-century British warship. What you find is a pure revelation. These ships were floating miniature cities, many layers deep, with crew members performing tasks you never dreamed would be required on a sea vessel. The "cross section" name derives from slicing the ship vertically to see what's happening at each level - fore, aft, and mizzen. While history and military buffs will appreciate this CD-ROM, DK inserts a little game to keep others exploring. The "Stowaway!" in the title comes from a Where's Waldo? inspiration. As you investigate the ship, you'll find a young stowaway if your eyes are sharp. Find ten of them, and you win the mini-game. All in all, this product is much more appealing than its name.



Grab a magnifying glass, and see if you can spot the stowaway.

# Take Your Best Shot 7th Level

(214) 437-4858

More mindless madness from 7th Level, Take Your Best Shot is a hilarious compilation of Bill Plimpton animations. They're in



Joe shows his boss a thing or two. Here, he ties his ears together and stretches them to make a slingshot. The boss recovers, of course.







It's all here...

Hammer the puck. and burn the net... with the world's best!



Battle for the puck with the game's fullseveral digital tree offs, then compete ust like "The Great One" with lighten of quick blades, are some stap shots and instoppable one-timers. Play baro-hittans exhibition games, compute \$4 games seasons, or a grueling best-obseven. playoff series. Tear up the ice with inca 600 real NHLPA placers on either The North American Jeans of 54s

ratematical di Startonia noleman Litariir MikPA players audiceals solicinin dream learn with Greedy leading the your Two gameplay mindes Symplation (trafis serious backer—with mat pro-rules and enables. To site mode is laster, cougher

in-your-tace" hockes Anni villa retairn efficiation! his difference it's fast-action bicker as being standin bid Charle our local resider and men-





the form of games, screen savers, wall paper, and Windows icons. Positioned as a stress reliever - especially for those in a corporate environment - this disc shows staid-looking gentlemen in conservative suits torturing and abusing each other in fantastic ways. The comedy is dark and surreal. Joe and his boss decapitate each other and insert lit fuses into their necks before putting heads back on. Of course. after the explosion, they're unfazed, as good businessmen should be. Sounds disgusting? It's not. We guarantee that you will laugh, and insist on having someone else see it to believe it. For under \$20, this is a novelty well worth having.



In this takeoff of the old Breakthrough arcade game included in Take Your Best Shot, you shoot cannonballs at corporate heads. The goal, of course, is to blast them.

# The Ultimate Einstein

Byron Preiss (800) 910-0099

If you've played a lot of science fiction or space games, this new CD-ROM is guaranteed to a) let you test the theories of the designers, or b) help you understand why that black hole ate your ship and sent you



In the lab, you learn by concrete examples about Einstein's theories. Here, brothers Hendrick and Max perform an experiment. Max goes off into space and returns in good health, but it's a little late for Hendrick, who aged a bit faster.



A virtual Einstein pops up to offer opinions on any number of topics, including literature, pre-established harmony, understanding the world, human rights, and The Great Riddle.

back to the CA prompt. This is a heady product that covers Einstein's life, his writings, and his opinions on everything from cultural decay and human rights to wealth and authority (presented by an Einstein lookalike).

If you're having trouble understanding Einstein's theories, you can go to the laboratory for some real-world simulations of quantum mechanics, the speed of light, black holes, and, of course, relativity. If you're really hooked, you can read the complete text of Ronald W. Clark's biography Einstein: The Life and Times, included on the disc.

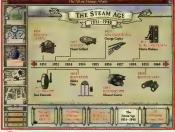
# The Way Things Work DK Multimedia

DK Multimedia (800) DKMM-575

If you've seen the best-selling book, you have an idea of what you get: a lively, humor-filled treatment covering the A to Z of how ... well ... everything works. The disc is even more fun than the book, thanks to animated screens that illustrate the workings of various items ranging from camcorders and helicopters to personal computers and windshield wipers. The cartoony illustrations and a friendly narrator, coupled with intelligent, clever, and clear explanations make The Way Things Work appealing to any age.



To show how things work, various components move and interact for a clear and clever explanation. If you study this program hard enough, your friends will be telling you to shut up next time their VCR locks up or their air conditioner goes on the fritz. There's a huge amount of information here, and it's all cross-referenced. Additional sections include The Principles of Science (things like floating, photography, and telecommunications) and Inventors (nearly 100 are covered). This Windows CD-ROM might be a reference and educational tool — but it's also a lot of fun to explore.



In The Way Things Work, Historical timelines show when inventions took place. Click on any of the mini-illustrations to see how they work.

# Word War 5 Milennium Media Group

Milennium Media Group (800) 892-6848

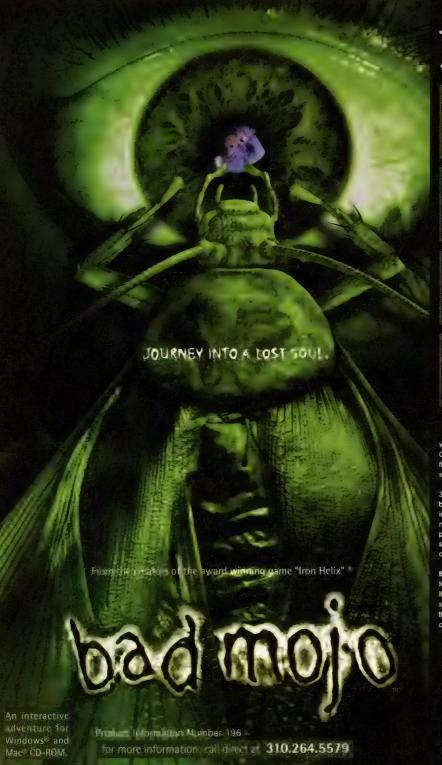
Pure and simple, this is a brainteaser for word lovers — especially five-letter word lovers. In fact, if you're partial to the number "5" for any reason, you're in for a treat. There are five games, each based on five-letter words, with five difficulty levels, and you can play in any of five languages. Nothing is easy here. In a matter of minutes, I discovered that, yes, "almud" and "tragi" are real words.



We've just demonstrated our editorial skills by building the word "bland" out of the five groupings. In this game, titled "Word Targets," you start with five blanks, and click on the ever-changing letter groups (below the word "bland") to create new words.

(Thanks to an on-screen Merriam-Webster dictionary icon, you can get definitions.) The soundtrack and sparsely stylized graphics create a distinctively different game environment. Very European. Very addictive.

PCG













YOUR JOURNEY BEGINS...

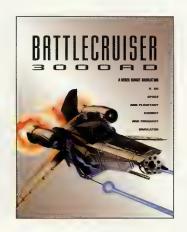
with a mysterious and complex CD-ROM exploration of a world filled with challenging puzzles set within an unfolding story.

3D rendered environments, beautiful photo-realistic imagery, and over thirty-five minutes of live action video pulls you into the spine-lingling storyline of multiple plot paths and eerie twists.

Breakthrough navigation technology immerses you in the game, while an original score soundtrack enhance the environment's disturbing and gritty atmosphere.



# JUST A MINUTE...I PROMISE!!! ...ENGAGE TRACTOR BEAM ON ROCKET LAUNCHERS... ...LAUNCH PROBE TO INVESTIGATE TERRAIN... ...PREPARE BATTLECRUISER FOR COMBAT...



Revolutionary neural-net based AI system.

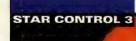
Stunning SVGA space and ground based combat.

Immense 3D galaxy with 12 AI-controlled alien species and 225 unique planets.

Strategically manage and control your Battlecruiser and its resources including interceptors, ATV's, and marines.

Derek Smart's BATTLECRUISER 3000AD. THE LAST THING YOU'LL EVER DESIRE.

**Product Information Number 239** 



# STAR CONTROL 3

The first two Star Control games were among the most popular PC games ever. Now Accolade's using Hollywood special effects to bring the aliens to glorious life in the biggest, most impressive chapter yet.

b. V. Lam McLacale



efore there was Master of Orion, or Ascendancy, or Pax Imperia II, or any of the other conquer-the-galaxy games, there was Star Control. Its long shadow falls on any who try to make a spacefaring strategy game, and so far, no one has done better. Six years after Paul Reiche III and Fred Ford first introduced Star Control, and four years after the sequel, it still hits the charts as an "all-time favorite" and "most played" game on online services and in gamer surveys.

Why? Maybe because it blends several disparate elements into a unified, engrossing whole. Arcade-style space combat, strategic conquest, and detailed interactions with alien races are all woven together to create a game unlike any other. Some players are definitely attracted to the weird characters encountered while ranging across the galaxy, while others appreciate the strategic depth of play or the subtle humor. Another class of player never even touches the main game, but instead only plays the arcade-level "melee combat" section.

Whatever the reason, it is still remembered fondly and still played. At Accolade, the publisher of the Star Control games, it is the game for which people most consistently demand a sequel. When I visited Legend Software, the design group currently developing Star Control 3 for Accolade, Producer George MacDonald showed me a binder several inches thick and filled to capacity with letters, faxes, and E-mail asking for a new Star Control and offering suggestions for improving on the earlier games.

"We read them all," MacDonald

"We read them all," MacDonald says, "and a lot of their suggestions were incorporated into the plans."

MacDonald heads up a development team consisting of freelance designers Michael Lindner and Daniel Greenberg, both working with Virginia-based pub lisher Legend. Legend, the folks responsible for DeathGate, the Spellcasting games, and a number of other adventure titles, became involved with the project when their president, Bob Bates, told Accolade chief Al Miller what a fan he was of the Star Control series. At the time, Accolade was looking for an out-ofhouse team to handle the complex project, and Legend wound up with the gig. Lindner, who had designed Legend's Companions of Xanth, and Greenberg,

whose previous credits included White Wolf's Vampire series, SSI's Genie's Curse, and early work on MechWarrior 2, were eager to pick up the story where Reiche and Ford had left off.

Both men are self-described "Star Control-heads," so the prospect of continuing the series was one they couldn't pass up. As Greenberg points out, "It's such a beloved game with so many people. You mention *Star Control*, and people's eyes light up. I always thought it had some of the best science fiction storytelling in any computer game. It has a history that goes back thousands of years, covering dozens of races. It has a marvelous internal consistency, but there's always this sense of wonder: that the universe is a bizarre place full of wonderful things to discover."

Greenberg and Lindner are going to take that story to the next step, giving players a chance to discover even more of this endlessly fascinating universe with some of the most complex story-strategy play ever seen in this type of game.





...but the bug-eyed monsters in the new game are all animatronic puppets, videotaped for a realistic look.

# OUT OF YOUR MIND...



Immerse yourself in a strange culture full of mystery, magic and deception. All is not what if seems in this bizzare and alien world. Who is friend... who is foe? What has happened to the

missing Druid? Which path is safe to choose? Find your answers by exploring this "feature length" story in a three dimensional world.

Action-based combat system Intuitive point-and-click interface Over 100 fully

endered 3D locations in SVGA

Over 10,000 frames of animated out-scenes Progressive nonlinear story with multiple endings

Seamless animations of characters and creatures . Rich musical

score, sound effects, and speech Ready-made male or female characters will start you off instantly, or create your own . Isometric overhead view of a 5D world . Featuring a single Available October '95 character party

Look for the Interactive Demo with leading gaming magazines.



To order, visit your nearest retailer, or call: (800) 447-1230. Ask for operator 42.

SIRTECH



PO Box 245, Oadensburg, NY 13669 Tel: (315) 393-6633 Fax: (315) 393-1525 E-Mail: 76711.33@COMPUSERVE.COM

Druid Doemans of the Mind is a trademark of Sir-tech Saftware, Inc.

Product Information Number 217



In addition to exploration, diplomacy, and combat, Star Control 3 challenges gamers to build space colonies.

# The Story So Far..

In Star Control II, you were a human at the head of the Sentient Milieu, a group of races allied for a single purpose thwarting the Hierarchy of Battle Thralls. Led by the Ur-Quan, the Hierarchy sought to enslave the universe. Through forging alliances, exploring planets, and heavy combat, the Hierarchy was defeated with the destruction of their massive flagship. As Star Control 3 begins, the player is presented with a new, more dangerous threat to the universe.

All across the galaxy, something strange is happening. A phenomenon known as "interdimensional fatigue" is causing space itself to unravel. The galaxy is disappearing, taking entire solar systems with it. It is believed that the long-vanished Precursors, a race of ancient, mysterious beings, possessed the knowledge to halt this destruction. The Precursors left their mystical wisdom and technological knowledge encoded in artifacts, and these artifacts are believed to be in an uncharted

region of space called the Kessarri Quadrant.

As the game begins, you gather the races who just fought each other for domination of the galaxy. Friend and enemy form a new League of Sentient Races, which is dedicated to the same principles as the Sentient Milieu. These principles are based on strong moral rights and wrongs, barring such actions as slavery and the unnecessary use of military force. Encouraging free trade with sentient beings, respecting their rights, and treating them with a fair and even hand are the guiding principles of the

League. They are important principles to remember during play, because as the leader of the League, you must constantly play a tricky balancing game between actions that will lead to victory and actions that violate these basic principles.

Once you're in the Kessarri Quadrant, the goal is to gain a foothold from which to explore the planets for Precursor artifacts. There are new races in this region, and though they do not immediately join the League, the way you treat them will effect their decision to join in the future. During this process of colonization and exploration, you run into the races belonging to the Hegemonic Crux. An alliance of races from another

Quadrant, the Crux, wants a piece of the Kessarri Quadrant. The conflict escalates, and you build your strength for the inevitable war, trying to lure Crux races to your side while keeping as many races in the League as possible.

Star Control 3 divides into three fairly distinct sections, with countless story lines woven throughout. The first part is colonization, followed by all-out war with the Crux, and concluding with victory (hopefully) and several surprise



A K tang vessel stands by as a star system collapses from the "interdimensional fatigue" plaguing the galaxy.



In another cinematic sequence, a fleet from the Hegemonic Crux jumps into the Kessarri Quadrant.

# Alien Nations: The Star Control Races

nince Star Control 3 begins where Star Control II ends, The Hierarchy of Battle Thralls is defeated and many of your former enemies are now your allies in The League of Sentient Races (the new name for the Sentient Milieu). Opposing you is a new consortium of enemies from another sector known as the Crux. Since allegiances shift so much throughout the game, we won't bother to divide up enemies and friends. At the beginning, however, the Crux consists of the Clairconctlar, Daktaklakpak, Doog, the Harikka/Yorn, Ploxis, and the K'tang.

Arilou Lalee lav Small, humanoid creatures with large heads. One of the most technologically advanced races.

The Arilou Skiff: A weak but fast and maneuverable ship, with an auto-targeting short-range laser. Can teleport away from danger or into a solid attack position.

# Chmmr

A hybrid of Chenjesu and Mmrnmhrm, the Chmmr is a powerful hybrid of living crystal and machine. They possess the technologies of both races, and are able to destroy slave-shields. Because they have been deevolved by the Crux, they need to be re-evolved during the game.

The Avatar: Believed to be the most powerful ship in space Its laser is twice as powerful as the VUX laser, the nearest to it in power. It is also orbited by three satellites that fire their own laser weapons at incoming ships or

Continued on page 170

Continued from page 169

all but the largest ships closer to The Avatar.



Clairconctlar These are a race of noble, slowtalking warriors made of silicon. They are part of the Crux as a debt of honor, and can be lured away in the course of the game.

Clairconctlar Cruiser: The Clairconctlar battlecruiser is bristling with guns on all sides, and can hit a ship from any direction.

# Daktaklakpak

The first Crux you meet are these cybernetic actuarials. Actually created as scrub bots by an ancient race, these data-obsessed robots will remain consistently obnoxious throughout the game.

Vivisector: This ship grabs you uses its nasty syringe-like appendages to do damage.

Doog These slowwitted doglizards are in indentured servitude and do all the ship building for the Crux empire.



They're pathetic, but you can help them out of their plight.

Constructor: Looks like a big warehouse, and is a very durable ship that regenerates from damage.



xquivan These philosophical, monk-like creatures are attempt to achieve a zen-like state of nothingness, and so they avoid con-

In a melee sequence, an Exquivan and a Harika ship exchange differing views.



In this isometric 3D view, an Exquivan ship finishes off an enemy vessel.

twists as the Precursors and still another ancient race are revealed.

We wanted to keep the Star Control experience," MacDonald says. "We loved melee and we wanted melee that was tremendously easy to get into but preserved the basic simple control and the deep action experience. We liked exploring: we wanted a big universe to explore, but we wanted to make it easier to actually get places. We wanted a deep story full of stuff to find and figure out. And we wanted to bring the visuals and multimedia elements as far forward as we could."

"It's more than just strip-mining the cosmos," Greenberg adds. "In Master of Orion, the whole universe is a resource for your manipulation. In Star Control, the universe is a bunch of quirky, interesting, bizarre people and aliens for you to relate to, as well as a resource for your manipulation.

"Master of Orion is at its core a wargame," MacDonald continues.

You're going to do some exploration, but there are certain bounds as to what you can find. Star Control is at its core a giant story, and you have to find this story and explore it and explore the relationship between the different aliens and their agendas. There is a terrific back-story going on behind the action. There are tremendous forces at work in the universe, and you're right in the middle of that."

# Melee

Of the three main elements of gameplay - exploration and conquest, negotiating with aliens, and melee combat - melee is many players' favorite. As Michael Lindner observes, "There are a whole group of people who never play the adventure game but just love that melee experience, and a whole group of other people that just weren't

into the fighting. Melee combat involves a meeting engagement of two ships, which swirl around a screen and blast away at each other. Each of the 25 ship types has its own unique look, characteristics, "special functions," weapons, strengths and weaknesses. While the familiar top-down arcade perspective has been preserved in Star Control 3, new modes of play have been added with some help from outside

developers Panoptic. While the "2D" top-down view will be the most familiar to Star Control gamers, two new perspectives have also been added. A slick, 3D mode shows the



Graphically, the series has come a long way from the days of Star Control II, shown here.



The game's animated sequeces combine 3D graphics with stirring music and narration to move the plot along. Here, a delegation from the League of Sentient Races sets off for the Kessarri Quadrant.

Continued on page 173



# You've seen the movie... Now play it!

Immerse yourself in the electrifying force of the hit feature film "Top Gun"! In Top Gun: Fire at Will, YOU are Maverick.

The action explodes at the Top Gun School and sweeps you into the heat of global crisis. Live-action video creates the adventure of your life in this challenging, fast-moving flying game!

- Select Instant Action of lead over 40 missions
- Pegfight solo, modem
- Choose from multiple skill levels

Spectrum HoloByte









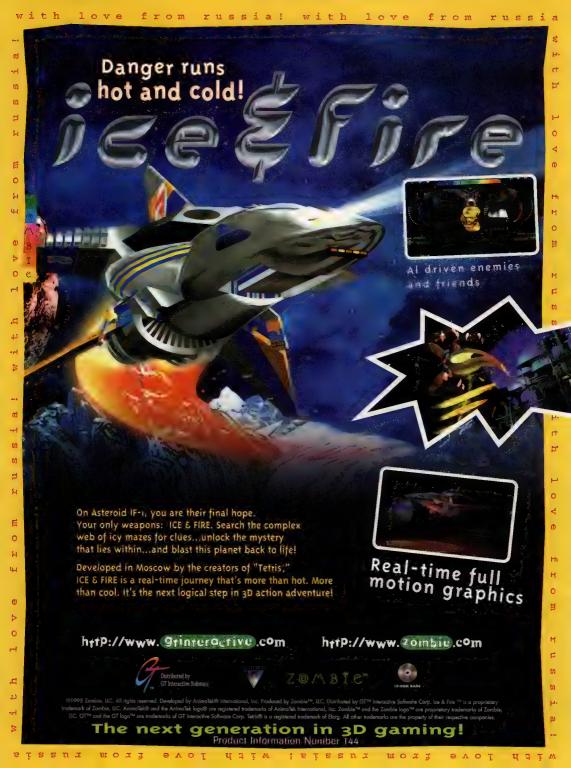


Visit your local retailer or call 24 hours 1-800-695-GAME (U.S. and Canada) 

« « 1995 Paramout Pictures: Top Guid is a trademark of Paramout Pictures.

All rigids reserved. Spectrum Heibys is a registered trademark of Spectrum Heileffye, inteProduct Information Number 224







Many of Star Control 3's ships will be familiar to veterans, but they've all been redone for the new yame.

perspective from directly behind the ship, as though you're looking over the "shoulders" of the ship you're controlling, with the enemy in the distance. Of course, there are some significant issues in seeing the action in 3D. Ships with guns that can aim off the ship's line of travel, such as the Orz cannon, create their own problems. Since so many ships have



A special effects technician propares a Harika for his moment in the spotlight.

rotating guns which can fire in any direction, a third viewing perspective was necessary, so a Falcon-style "padlock" view was added. This view always keeps your ship on a vertical line with the enemy, never letting him out of sight even when he's behind you and you're traveling in the other direction.

With melee mode being so popular, Star Control 3 will allow you to play it independently of the main game, as its predecessors did. One element which is expanded upon in this version is head-to-head play. Side-by-side play has not only been retained, but network, modern, and direct-connect options have been added. And though no one would elaborate on the fact, it's pretty clear that Accolade is working on making melee play available on one of the major online services.

Gamers who simply don't want the arcade experience don't have to play melee at all; they can concentrate on character interaction and strategy.

'Cyborg autopilot is good enough,"
Lindner says, "that you can
make strategic decisions and
the AI will fight out the battle
in a way that seems fair. So,
even people that are all thumbs
can play the game fine."

# Exploring the Universe

While melee is certainly a large part of any Star Control game, exploration and dealing with alien races is what makes it special. How these are handled has changed with new technologies, as well as player feedback. Exploring and colonizing new planets has become more streamlined and efficient. The team spent time on his

Continued from page 170

Exquivan Cruiser: This crossbow-shaped ship pushes enemies away and throws out blockers to get away from conflict, reflecting the Exquivan philosophy.

Humans
An adaptable and warlike people, humans seize superior alien technology and quickly adapt it for their own

uses.



Cruiser: Armed primarily with homing nuclear warheads and short-range lasers, human Cruisers are best for long-range hitand-run attacks. Colony Ship: A new "carrier" and colony-building ship.



Mycon While these fungoid critters have no real mechanical technology to their credit, they are light, years ahead in biotechnology,

and can create genetic modifications by thought alone.

Mycon Podship: Though slow, the Podship fires a tracking ball of coalesced energy known as a "plasmoid." These are dangerous weapons, but slow and short-lived.

Orz Fish-like creatures that, most likely, are from another dimension.



No one is able to translate their language, so little is known about them, except that the Arilou don't trust them.

Nemesis: Equipped with a rotating cannon that can fire in

Continued on page 174



Continued from page 173

any direction. More lethal is the company of jet-pack-equipped Space Marines it can deploy.



Pkunk A mystical, nonviolent people prone. to cryptic ramblings of various degrees of import.

The Fury: A small, psi-controlled ship that fires streams of hot metal forward and to the sides for broadside attacks...

Spathi

The small, soft, oneeyed Spathi are known mostly for their cowardice and fear...



Eluder:Since the Spathi spend most of their time avoiding conflict, it's no surprise that their ship serves a primarily defensive role, with weak forward-firing missiles, but a powerful rear-firing torpedo



Dyreen

A female-dominated society, they rely on the ability to psionically dominate enemies for use as crew members. Their search for a homeworld ended when they found and colonized a planet called

Gaia

Penetrator: Using their "syreen song," the Penetrator gets close to a ship and forces enemy crew to leave their vessel and come over to the Syreen, leaving the Peterator more powerful. Once weakened this way, it destroys a ship with small missiles.

Continued on page 176



Pre-production sketches and storyboards helped Legend design the look and feel of Star Control 3.



An artist helps a VUX earn its name (which stands for Very Ugly Xenoform).

because, as Greenberg points out, "One of the biggest things that people didn't like was the tedious quality of flying from planet to planet, putting down your lander, flying over the planet and picking up everything. I always hated that part, and I was glad to see it was a pretty universally despised part of the game.

To make this a more user-friendly part of the game, players will no longer have to fiddle with controls to get into orbit around a planet: a unnecessarily frustrating part of Star Control II. Once in orbit, the former process of sending a lander down and scouring the surface is gone. A star map interface creates a greatly simplified exploration map, while an expanded colony building feature adds a new element to play. Once created, colonies can be expanded using a top-town SimCity-like interface. Though rudimentary (you can't place buildings on the map), it does allow you to select which structures to build for your colony.

Of course, all of this is serving the story, which is the one constant that Star Control fans want. "People were almost universal about wanting to preserve the races and their histories," Lindner points out, "and get answers to all the questions that were left dangling. Star Control II left a lot of questions unanswered, and this is a big universe. In Star Control II. you spent so much time flying around in that landing craft and so much time fighting, that the storytelling was only about 10% of your total gameplay. We really tried to balance

that in this game and make each element about equal: 30% melee, 30% storytelling, and the rest strategy. There's a tight coupling between melee components, ship building, and alien dialogue. The strategy game revolves around building ships. Ships are needed to do melee. Dialog is related to what ships you can get and what improvements you can make in them."

Storytelling is done via dialog with alien creatures that you meet while traveling in space, before battle, or in orbit around a friendly planet. There are choices to be made in these encounters that will decided the directions of the game. Some races ask for special favors, such as all the best worlds, and by favoring one race you alienate another. The guiding principles of the League should also always affect dealings with other races, so there's a delicate tightrope to walk between taking actions you feel necessary to victory and doing the right thing ethically. "The plot largely resolves around the alliances you are able to make," says Lindner, "At every point where you could potentially recruit some ally, there's also a chance to not recruit them, and that makes recruitment of another race possible."

The creation of the races themselves is one of the most interesting aspects of Star Control 3. The process began with Greenberg and Lindner bringing over



# Get "Back To Basics" With Jee Jime

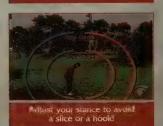
If your golf game hasn't been up to "par" lately - get "back to basics" with the FUN-damentals of golf in TEE TIME.

Your drive is a "slice" of life. Your short game is taking too long and your long game has come up short. Your putting has all but "puttered" out. And the "grass seems greener on the other side of the sandtrap." If all this is happening to your game, it's time...in fact it's TEE TIME to get "back to basics" with the FUN-damentals of golf.

FORE that reason, we want you to approach your game with our game and an entirely new attitude--LIGHTEN UP AND HAVE FUN! TEE TIME brings a sense of realism to the game with championship golf course challenges that are second to none. Watch out for the tricky par four dog-leg. Stay clear of the sand traps and water hazards on the back nine--definitely not fa day at the beach!" And when you hit in the rough on seventeen--your chances will be "rough" to make the hole in par.

For more information visit your local retailer or call 1-800-GAMETEK.







The greens are beautiful but tricky!







# STAR CONTROL 3

Continued from page 174

Utwig A sophisticated culture based on ancient and elaborate rituals, the **Utwig possess** several Precursor artifacts.



Jugger: Powerful shielding helps the Jugger make up for its slow, bulky structure, and its guns have a wide enough spread to hit most targets without really trying.

# Ur-Quan Kohr-Ah

Though much like the Ur-Quan Kzer-Za, the Kohr-Ah have serious doctrinal differences with the Kzer-Za, believing that all non-Ur-Quan races should be destroyed. The Kohr-Ah are black and the Kzer-Za green.

Marauder: a mean-looking black ship, the Marauder shoots deadly little spinning disks.



**Ur-Quan** Kzer-Za Imperialistic and highly advanced. these glandular caterpillars

were defeated in their attempt to enslave the known universe (if you won Star Control II, that is).

Breadnought: Its heavy armor and long range fusion bolts would be enough to make the Dreadnought a formidable opponent, but its ability to launch small fighter ships makes it almost unstoppable.

It stands for "Very Ugly Xenoforms, which describes these oneeyed squids. Oddly enough, they are extremely vain and won't suffer insults about their appearance.



Intruder: This ship fires odd little cocoons that crack open and spray live creatures, which attach to ships, slowing them down to its own speed. A powerful laser does the rest. some of the races from the earlier games, and then creating a whole new batch of races. Lindner then spent two weeks in California with the special effects artists at SOTAFX (State of the Art Effects), as he described the creatures the team had thought up and artists sketched them. Once the looks of the creatures were fixed. SOTA created fully automated animatronic puppets for each race. The races were built with a wide range of gyro-active facial expressions, much like any movie special effect.

Once done, these latex creations were put in front of a blue screen and filmed being put through their range of facial movements. Miniature sets were built and filmed, and the puppets were composited with these sets to create the alien dialogue scenes. Legend did it this

way for a number of reasons. First off, the puppets and sets add a feeling of depth and reality of motion that animation doesn't always afford. Second, it was actually cheaper to built a couple dozen animatronic puppets and miniature sets than rendering them. The



alien creature footage that will be cut into small pieces and rendered "on the fly" to recorded to give each of the creatures a distinct voice, and the ultimate result will lend interactions a unique feel.

This combination of new technologies with and old and respected game series is sure to attract both a whole new audience. along with die-hard Star Control fans. The story, with its epic feel and Lovecraftian echoes of forgotten races, is the most elaborate seen in any science-fiction title. So many things enter into gameplay - combat, strategy, moral and ethical questions, tough decisions and delicate diplomatic relations - that Star Control 3 should be one of the more exciting releases of 1996.

It reaches beyond science-fiction stereotypes and cliches, beyond mere war and conquest, to involve the user in a strange, elaborate universe where almost anvthing is possible.







## Any more realistic and you'd be pulling gum off the bottom of your computer.

WIED WEST



BLACK JACK PANEL GAME



noise from game makers But hey four tables to choose from high speed, ultra-smooth scrolling, multiball feature and 3 way all. The proof is in the performance

It's real. It's psycho It's Psycho Pinball for

TRICK OR TREAT



PC CD-ROM And It we While you're playing, we're





THE ABYSS





IBA

Perfect Motion

Codemasters (4)

For more information cell 1-800-340-7888. Visit ee Web Site at http://www.philipsmedia.com/media/games

DON'T JUST DODGE ROCKETS,

DANCE WITH THEM,

SING A SONG TO THEM,

WHEN

### TATTOO

YOUR

ON THEIR

NICKEL PLA





You play games like a natural born gamer. Enveloped in digital optical technology, you fire with the accuracy of an eagle packing high powered binoculars. Every minuscule move you make is transmitted quickly down the line of fire. Every handle rotation, a new twisted SideWinder™3D Pro gamer viewpoint. You and the joystick are one. And this is one joystick that never begs for mercy, as its optical tracking system has no moving parts to grind or molest. Bullets curse when they miss, listen. It's a phenomenon known only by those who choose a joystick that needs no re-calibration and tracks you at the speed of light. This is the jet black void of the gaming experience. This is the SideWinder 3D Pro joystick, compatible with all MS-DOS®-based and Windows® 95-based games,

the elder of the SideWinder joystick family.

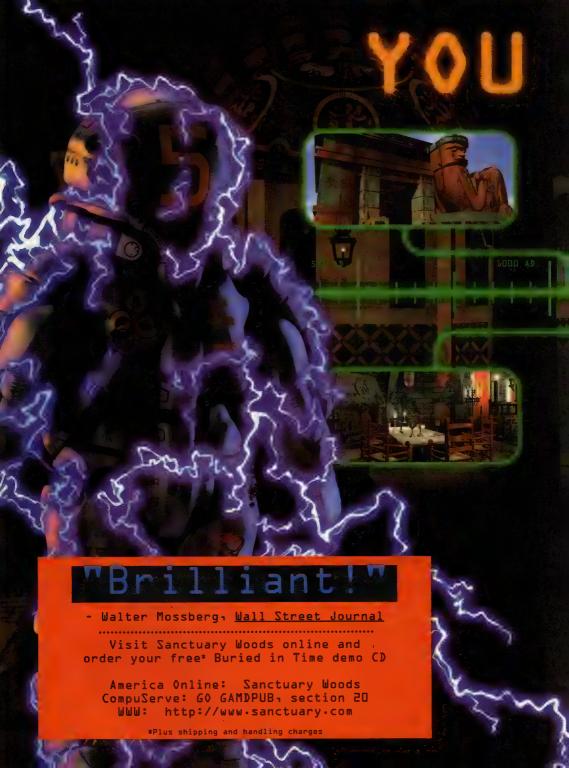
All the dexterity of a gaming demigod is yours to call upon, and with one finger you vent retribution

on every shiny dark destructive heart.

INITIALS

TED SKULLS.





# ARE HERE.





500 V

BODE #

ega. Aj





You emerge again into the sights and sounds of another time. Somewhere in the shadows of seven incredible worlds of the past and luture hides the secret of a conspirator bent on framing you, agent 5 of the Temporal Security Agency, for the most unforgivable of crimes. Its instance Propers for an adventure real you'll forget you're playing a game. Propers to be...

# BURIED IN TIME

Breathtaking full-motion 3D animation • A richly-detailed story



Available as a 3 CD-ROM set for Mac. PC & Windows '95



@1995 Presto Ludios, Inc. St. rights entered. The Jaurnaman Phoject is a redistance, tradepart and bulies in line is a redemark of Presto Studios. The Societary Modes, is a reademark of Presto Studios. The Societary Modes, is a reademark of Notes of Societary Modes of Presto Studios.



### PEACE HAS

"An original space adventure combining strategy, action, and shooting game genres."

- EGM

Human outposts in space are cheap targets for alien invaders, and the Tyron Corporation has cashed in on the defense systems they created to protect them. The fact that there has never



been documented proof of alien existence has not stopped them from making billions from humanity's fear of the unknown. An unsuspecting technician on a remote mining site discovers a deadly plot launched by the Tyron Corporation to ensure its monopoly on lucrative government defense contracts. Now considered a threat, the



### A PRICE...

technician has the Tyron Corporation's undivided attention. With the full might of the corporation on his back, the technician races against time to get the word out before the corporation gets him.

Call 1-800-771-3772 for information on Game Rating.







DEFCON 5 is available on multiple platforms including: PC CD-ROM, Sega Saturn, Sony PlayStation and 3DO.

- Immerse yourself in futuristic graphics beyond belief.
- Play from a defensive perspective your best offense is your defense.
- Surround yourself with high-end, digitized sounds.
- Take a two-week sabbatical to finish this game.







DelCon 5 is a registered trademark of Millennium Interactive, Iud. 1995 and licensed to Data East USA, Inc., (G Electronics U.S.A., Inc./Goldstor and VIC TOKAI, INC. PlayStation, the PlayStation logo and the PS logo are trademarks of Sary Computer Interited Multiplayer are incelements of the 3DO Company. News Spring is a trademark of VIC TOKAI, INC. Data East and the Deal East log or er registered trademarks of Data East USA, Inc. All other trademarks are the proper him respective owners.

# HE TREASURES

After several years of mixed success, a software giant makes a new commitment to its customers — and to itself.

····· by Steve Poole

uring the 1980s and the very early part of the 1990s, the word "Sierra" meant only one thing to computer gamers: adventures. In these early days of PC gaming, adventure cycles like the King's Quest, Leisure Suit Larry, and Space Quest series set the standard for other companies to follow, with cutting-edge graphics and an always-satisfying blend of brain-teasing puzzles and ribtickling stories.

But Sierra apparently wasn't satisfied being pigeonholed as an adventure-game company, and in 1991 started taking steps to broaden its scope. First, it acquired Oregon-based Dynamix, best known for its simulations, which were getting the attention of the media and gamers.

It wasn't too long after the Dynamix acquisition that Sierra started The Sierra Network, an online service focusing on multi-player games and social interaction. The Sierra Network was unlike any other online service: Users could create their own graphical



King's Quest VII is the most recent of the KQ adventure game series. Although Sierra has enjoyed much success with such games, they're reaching out in new directions.

personae, and the interface was structured as a little community, with a Town Hall, a Post Office, and other easily recognizable icons for users to click on to access mail, chat, bulletin boards, games, and so forth.

The Sierra Network was indeed fun, but growth was slow -- very slow. It soon became clear that the service was a substantial drain on Sierra's

resources. A flurry of budget products arrived to generate some positive cash flow: a casino pack with a Leisure Suit Larry motif, a set of board games peopled with characters from King's Quest, etc. By the time Sierra sold the majority of stock in The Sierra Network (then known as The ImagiNation Network, or INN) to AT&T, it was clear that the foray into online gaming had cost

Sierra a tidy sum. Still, Sierra continued to produce high-quality games - King's Quest VI, for instance, was generally considered one of the best of the series, and Gabriel Knight: Sins of the Fathers was roundly acclaimed as an impressive first game in a new series - and the Dynamix division cranked out a series of award-winning simulations: Aces of the Pacific, Aces Over Europe, Front Page Sports Football, The Incredible Machine, and more. Once again, Sierra decided to broaden its horizons, and in 1994 work began on a strategy game of immense scope. It was a space-colonization simulation called Outpost, and Sierra had high expectations for its new game.

If you've been involved in PC gaming for more than a few months, you already know the Outpost story. Even though the game was fun, challenging, and looked great, PC gamers were expecting all sorts of features that preview stories had promised - and, quite frankly, they just weren't included in the version that Sierra shipped to retailers. The game sold very well, and there were surprisingly few returns, but so many of the promised features were missing that it seemed likely Sierra had rushed an unfinished game to market, and the manual was so

brief that some gamers felt it had been left intentionally sparse to force Outpost owners to buy the hint book.

The lessons learned from Outpost were hard ones, but Sierra took them to heart - and now the company stands

Though still early in development. Red Baron II looks to be the only World War One dogfighting game that can seriously chal-lenge the reigning champion of the genre — Red Baron.

> poised with its most diverse and exciting lineup ever. Sierra expects to publish more games in the coming year than we've seen from them in the past two or three combined, and what makes this even more astounding is that Sierra

has fully committed itself to creating games that truly do push the envelope in terms of graphics, gameplay, and user-friendliness. When a company as big as Sierra plans to move full-steamahead into the next generation of gaming full-bore, we get excited. So we decided to talk with the people who know best what changes are in store the game producers themselves - to find out what we'll be seeing from Sierra this year and next. With followups to Red Baron, EarthSiege, A-10 Tank Killer, and Outpost in the works, there's no better time than the present to keep an eye on these folks.

#### The Second Time Around

Kate Kloos, executive producer on Outpost II, knows that Outpost had problems - and she's bound and determined that not only will Outpost II be free of those problems, but that it will also surpass the original in nearly every other regard. Outpost II will be easier to manage and more fun to play, and it'll



# Play ENTOMORPH: PLAGUE OF THE DARKFALL and you'll never be the same...





elcome to SSI's World of Adex, a vast new fantasy role-playing game world, where ingenuity and imagination reign supreme! It is the time of the Darkfall, a malevolent plague that threatens to corrupt every living thing in the land. ENTOMORPH: PLAGUE OF THE DARKFALL finds you in Kyan, where you witness the ghastly power of this virulent evil — the inhabitants are slowly being transformed into giant insects!

The horror mounts when you realize you're trapped in Kyan and destined to suffer the same fate as those you've seen skittering into the shadows on six legs.

Time is now your worst enemy. Find the root of these evil transformations while you still can — or drown in the seething sea of insects that is Kyan!

This single-player fantasy action adventure features an intense, branching storyline, Grisly combat with a variety of deadly attack options. Mind-bending puzzles. Treacherous traps. And ENTOMORPH is presented in state-of-the-art high-resolution graphics — with a CD-quality soundtrack that's guaranteed to make your skin crawl!





WINDOWS 95 CD-ROM for IBM & Compatibles





To Order: call 1-800-601-PLAY with Visa/MC (North America only).



A MINDSCAPE® COMPANY



be more scientifically accurate, too.

To ensure that Outpost II is as close as you can get to a true space-colonization simulation, Sierra has hired some highly respected folks to work on the technical aspects of the game. The designer is Gentry Lee, an engineer and novelist with some impressive works to his credit, both scientific and creative. Among other things, Lee worked as chief engineer of Project Galileo at the Jet Propulsion Laboratory in Pasadena, Cali fornia, from 1977 to 1988; he coordinated the technical aspects of the spacecraft that recently made mankind's first close encounter with an asteroid and which will arrive at Jupiter this month. Lee was also director of science analysis and mission planning on the Viking probe that touched down on Mars in the 1970s.

Lee's creative works are equally commanding. He and Carl Sagan were partners in creating the PBS miniseries

"Cosmos," winner of three Emmys and a Peabody award for excellence in television programming, From 1988 to 1993, he collaborated with science fiction giant Arthur C. Clarke to create the novels Cradle, Rama II, The Garden of Rama, and Rama Revealed, all national bestsellers that have been translated into 18 foreign languages. Lee's first solo novel, Bright Messengers, was published in June.

In addition to Lee, Sierra brought two other scientists on board for Outpost II: James R. French and Dr. David C. Black. French has taken on the role of "Chief Engineer," while Black has assumed the mantle of "Chief Scientist," making Outpost II the first computer game with a credit list that sounds more like the crew of the U.S.S. Enterprise than a game-development team.

French's credits include participation in the development of the Lunar Module Descent Engine; working at the Jet Propulsion Laboratory on the Mariner, Viking, and Voyager programs; and serving as the advanced study manager for planetary programs and systems definition manager for the SP-100 space nuclear power plant program. His specialty is in propulsion, and his main task will be to ensure that the structures, vehicles, payloads, propulsion, and so forth are all plausible, both in appearance and in terms of performance.

Dr. Black worked at the NASA Ames Research Center from 1972 to 1988. where he was chief of the theoretical studies branch. deputy chief of the space science division, and the first chairman of the Ames

Basic Research Council, He'll be in charge of verifying the authenticity of the star systems and planets that appear in the game.

But it wasn't a lack of realism that caused most gamers to complain about Outpost; it was a question of promises made and not kept.

"We've listened to a lot of complaints and done a lot of research, and we're doing everything in our power to address those issues," says Kloos. "The number one problem we had with Outpost was promising features and not delivering them. That will definitely not happen with Outpost II. We spent a lot of time up front doing a design spec, so we knew exactly what we could and couldn't do in the time we allotted to develop the game.

"Another change we made was in location: Outpost was done at Sierra's Oakhurst division, which is much more expert at making adventure games," Kloos says. "We brought Outpost II up to the Dynamix division in Eugene, Oregon, where there's a lot more strategy and simulation gamers and programmers. So it's in a different development and testing environment, one more suited to the subject matter. We're not saving that alone will eliminate every problem, but that - along with having been through it once and learning that you've got to deliver what you promise should make a big difference.

Aside from the absence of promised features. Sierra's market research on Outpost revealed two other complaints: Novices and veterans alike felt the game moved too slowly, and that it was too difficult to get started.

"What we've tried to do with Outpost II is figure out what we can put out there that will be new and different and challenging, and we've tried several things to speed up gameplay," Kloos says.



hia or the deserts of the Persian Gulf — is the hallmark of Sierra's current crop of simulations.



Just as in EarthSiege II, the texture-mapped terrain and vehicle graphics in Red Baron II are among the best to ever grace a simulation, Look Ma, no flat polygons!



Veterans will feel right at home with Silent Thunder, which leatures many of the same gameplay options that made Aces Over Europe and Aces of the Pacific runaway hits.

Gone, too, is the apocalyptic setting that sent you exploring for new worlds to inhabit in Outpost; in the sequel, you'll be journeying to the stars simply because you're able to.

Selecting a planet to colonize will also be handled differently, "After you pick a star system, you'll be able to choose from 40 or 50 stars," says Kloos, "and these are astronomically accurate - real stars that we know of in our galaxy."

Players still harboring a grudge over Outpost's shortcomings won't have long to wait to find out once and for all if Sierra really listened to them: Outpost II is scheduled to ship this coming June.

#### Rama: New World, New Series

What do you do when you manage to get Gentry Lee to come to Eugene, Oregon? You talk him into working on two games at once, of course. That's just what Sierra did, so in addition to Outpost II, Lee is busy at work on Rama, the first in a series of science-fiction adventure games based on the Rama novels he co-wrote with Arthur C. Clarke. Kloos says "Gentry is extremely passionate about Rama. Although he's never designed a PC game before, he's played a lot of PC games; it was after playing Outpost that he decided to contact us about creating computer games.

Perhaps a quick description of Rama is in order for those of you not familiar with the novels. Rama is the name of a spacecraft - a big one, about the size of a county - manned by extraterrestrials and which houses an environment similar to Earth's. Different parts of Rama are named after the things they bring to mind in humans: The Great Plains, for instance, is a flat, wide-open expanse. Rama is inhabited, naturally enough, by Ramans, but during the ship's travels they've brought other species on board.

How does the player wind up on a massive spacecraft? Well, during one of its journeys, the Raman ship was spotted by observers on Earth, and 12 astronauts were sent up to investigate. Just as in any good science fiction story, the 12 were a varied lot — a couple with military backgrounds, a couple of journalists to send images and the story back to Earth, several scientists, etc.





is planning to include in Silent Thunder

Unfortunately, one of the twelve has a heart attack and dies aboard the ship. When the game opens, you've been chosen to replace the doctor, and at that point you begin to explore the ship and learn about the Ramans.

'One of the cool things about Rama is that we'll be going to Sri Lanka to film Arthur C. Clarke, who'll be doing the prologue to the game and a couple of clips that will be used after death scenes," Kloos says. "When the player makes a mistake and dies, Arthur will appear and give them some advice

and encouragement. Rama is still a long way from completion - it's not expected to ship until October of 1996. At this stage in the process, it's hard for Kloos to estimate how much play time users can expect, especially since a player could easily spend many hours simply roaming the ship. "There's also a museum EarthSeige II on Rama," says

Kloos, "where you can go in and learn how to control some of the creatures on the ship, so that could extend the gameplay, too."

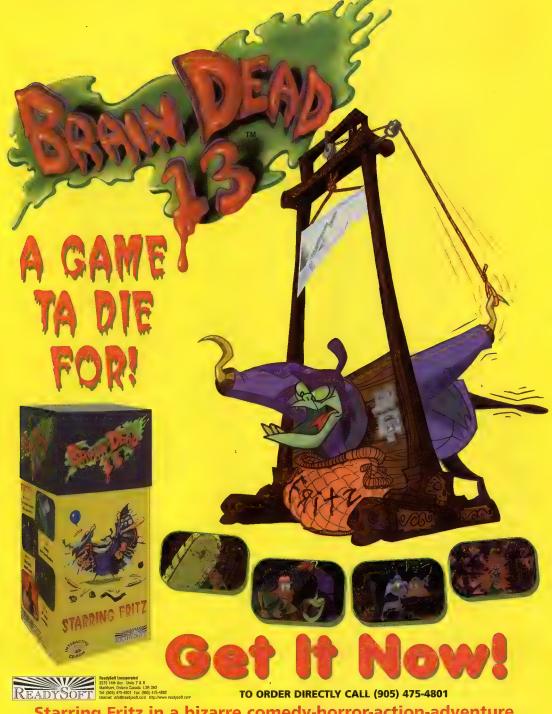
What is Gentry Lee's reaction to designing a computer game? "I think he was surprised at the level of detail and the sorts of questions that have to be dealt with," says Kloos. "It's going down to a level of minutiae that he probably didn't expect. He came into it with a story, but now he's thinking much more in terms of interaction and as any designer can tell you, there's a lot of dif-

ference between the two.

#### **Dynamic Doings at** the Dynamix Division

Some of the most exciting products Sierra has slated for release are being developed at Sierra's Dynamix division. This is the part of Sierra that specializes in simulations and strategy games, and they bring to their new projects the confidence that comes from racking up

numerous awards for past efforts. Several of the titles being developed at the Dynamix division are sequels - EarthSiege II, Red Baron II, Silent Thunder (i.e., A-10 Tank Killer II), and the aforementioned Outpost II - while others, such as MetalStorm and Return to Rama, will hopefully be the start of new series. Jay Bala-Krishnan, the Executive Producer for Sierra's simulations, and Frank Evers, the producer of EarthSiege II and Silent Thunder, have a distinct



Starring Fritz in a bizarre comedy-horror-action-adventure.

• PC CD-ROM • MAC CD-ROM • MPEG • SEGA CD • 3DO • SEGA SATURN • SONY PLAYSTATION •



Visit your retailer for a free demo or download the Arcade America promo from the Web (www.7thlevel.com) in AOL, MSN, Compuserve or Prodigy use SEVENTH. For more information or to place an order, call 1-800-884-8863, ext. 124.









software @

vision for Sierra's latest simulations lineup.

Bala-Krishnan was understandably hesitant to name specific release dates for these games, but just a glimpse at the list will give you an idea of how incredibly busy the sims/strategy department is: Early spring will see the arrival of Silent Thunder, EarthSiege II, and MetalStorm (a strategy game set in the EarthSiege game world), followed by Red Baron II in May or June. But that's not all. Frank Evers says "We're creating multiplayer versions of all these titles for the ImagiNation Network at the same time" - news that should have simulation fans everywhere drooling.

That's a lot of big-name products to have in development, but Sierra can afford it, thanks to the deal they made when AT&T bought the ImagiNation Net-

work operation.

"Sierra sold the entire INN operation to AT&T last December, and in addition to cash we received a development license," says Bala-Krishnan. "In other words, AT&T funds Sierra with a certain amount of dollars - the whole deal is worth around \$20 million over three years. What that funding enables us to do is create games that we can market as stand-alone products, and it gives AT&T great multi-player games to put on the ImagiNation Network. It's a classic win-win situation.'

Evers points out that the AT&T-Sierra agreement "also allows us to get into the network world, and a lot of our games in 1996 will be network-enabled, in addition to the INN versions. So we're getting into the modem-tomodem, online, and network aspects of



ers to feel at home with a potentially overwhelming array of instrumentation.

gaming in a very big way."

Both Bala-Krishnan and Evers see multi-player games as the real future of PC entertainment, and their development strategies reflect that fact. Evers says, "what we're essentially doing is developing 'black box' technology that will allow you to use your games online, irrespective of the type of connection you have. Be it CompuServe, directly over the Internet, America Online, or whatever, the software will figure out what the connection structure is and allow you to play the game based on how much information can be passed back and forth '

Another key ingredient in the next generation of Sierra simulations is the way game worlds are conceived and



An extensive list of new weapons is just one of the many enhancements found in EarthSiege II, which also features a new vehicle — the Razor — capable of air travel

#### Meanwhile, Back in California...

You might got the idea that the Dynamix division is the only part of Sierra working on new games — but the Oakhurst guys are pretty busy too, with three new titles in the pipeline: Torin's Passage, Shivers, and CRY.SYS.

#### TORIN'S PASSAGE

"I've finished working on a completely new world," says Al Lowe, the man infamous for giving birth to the Leisure Suit Larry series. The world he's referring to is the one found in Tor-in's Passage, which should be out by the time you read this.

One thing *Torin's Passage* does share with Lowe's previous games is a third-person perspective, though the graphics here are more reminiscent of King's Quest VII than Larry VI.

There's a lot more animation in this game than in any game I've

Al Lowe's newest game, Torin's Passage, features rich graphics, cartoen-style animations, and a musical score by Academy-Award winner Michel LaGrande.

ever done," says Lowe, "because I wanted to have a new look, do something different. We used cel-based animation so that we could do whatever we wanted to with the

characters, stretching and shrinking and blowing them apart, things that are harder to de with rotoscoped char-

Unlike any of the other games Sierra has in production, Torin's Passage will definitely run under DOS as well as Windows 3.1 and Windows 95 and will feature an all-digital musical score by Oscar-winner Michel

LaGrando (He won

**Best Score for** Summer of 42, Yenti, and The Umbrellas of Cherbourg)

Continued on page 192



The texture-mapped objects in EarthSeige II took so good that you might lose a battle while you're marveling at all the details of your Herc. Sierra expects EarthSeige II to ship sometime in the early Spring.

created. Evers says, "We're changing the way in which we create our worlds, and we're investing a lot of money in what I'll call 'world generators' - technology that allows us to create the space in which players will be competing. What you'll see in our games in the future is a lot more of an organic feel. and endless playability."

This "organic worlds" concept is at the core of what Bala-Krishnan calls Virtual Battlefields, and he uses Red Baron II to explain the concept. "Let's say you're flying a Red Baron II mission, and you're assigned to a certain squadron and location. You get in your plane and head toward a front, and at that moment there may be numerous battles occurring that you don't know about; they're

taking place in the computer. Fifty miles to the north, there might be an enemy and a friendly dogfighting; fifty miles to the east, some friendlies are pounding the enemy infantry, and so forth. You head north and come in visual range of the dogfight - and at that moment it goes from being a virtual battle to a real battle. You could sit there and watch it, or you could join in. When you leave and head south again, the battle collapses back into the computer and continues being fought until it is resolved."

That's pretty heady stuff, but even more noteworthy is the fact that these battles aren't scripted; instead, they're generated on the fly using sophisticated AI technologies that create conditions that lead to battles - so if you fly the



There's more to EarthSiege II than blowing up. robots, to survive the campaign, you'll have to manage your resources and salvage every ounce of available materials.

mission again, that dogfight may not take place. And Bala-Krishnan says that your actions can change what scenarios are generated: "If your squadron has lost a lot of planes up to that point, you may not see many friendlies because there just aren't that many left."

#### Let the Games do the Talking

But what about specific new games? What can we look for in the sequels, all of which are based on highly acclaimed titles, as well as the brandnew MetalStorm?

The first game out of the gate will probably be Silent Thunder. It's a different kind of simulation for the Dynamix division in that none of the missions are historical; instead, they're based on possible conflicts in Colombia. (drug lords gone mad), Korea (totalitarian dictator gone mad), and the Persian Gulf (a mustachioed guy in camouflage gone mad). The terrain graphics are

#### Meanwhile, Back in California...

Continued from page 191

#### SHIVERS

This graphically rich horror adventure mixes elements of Myst, The 7th Guest, and Jewels of the Oracle. You play as a teenager pressured by your friends into spending the night in a museum. And this isn't your run-of the-mill museum where the scariest thing you might encounter is a stuffed lion or a dinosaur skele

To defeat the lxupi, all you have to do is find the urns in which they were imprisoned - but first you'll have to open doors by solving logic puzzles like this one.

ton; Dr. Windlenot's Museum of the Strange and Unusual is crammed full of occult artifacts and other objects related to the supernatural. It turns out

that Dr. Windlenot in his great for the bizarre, has unwittingly released a horde of evil entities known as the lxuni who have locked his spirit in one of the ums that once imprisoned them. As you explore the museum, they attack you, draining you of life force bit by bit. Your goal. obviously, is to make it through the night alive - but to do that you must capture all of the ixupi.

Shivers producer Marcia Bales says she chose a Myst-style perspective because "we wanted to have gorgeous backgrounds Every background was rendered in 3D, but we also touched them up in Photoshop, and the results are spectacular." What makes it even more impressive is the sheer minber of backgrounds in the game close to 3,000, says Bales. One of the more intriguing

aspects behind the creation of Shivers is that this is the first adventure game Bales has ever produced; her previous work was solely on educational titles. It's a tall order asking a rookie to make a game on the level of Shivers, but Bales got a little assistance from renowned adventure-game designer and Sierra co-founder Roberta Williams.

But while Williams was a big help, this is not a Roberta Williams game, "She couldn't



Your goal in Shivers is to explore the strange museum built by Dr. Windlenot, the nutty quy in the pith helmet pictured here

help a lot with the design," says Bales, "but she helped me organize my thoughts on how to do an adventure yame - when I first started work on Shivers I didn't know how to separate the whole picture from the details. She was a great teacher, without stepping in and making

Continued on page 194

IT BLEEDS ACID.

IT CAN READ YOUR MIND.

IT IS A BORN KILLER.

IT IS THE LEAST OF YOUR WORRIES.

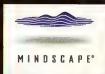


IN SPACE, EVIL WEARS MANY FACES.











1956 - 5486-1995 Thompson Continue Co. Blue Combonside (Discussion Transplant) — historical register for Composition (1995 Mindosof (1995 Min

Product Information Number 174

unquestionably some of the best ever seen in a flight sim.

Silent Thunder will straddle the line between a real flight-sim and something that has a Hollywood spin on it," says Evers. "The emphasis is on making it feel real; when you fly just above the jungle canopy, it will really look like a jungle, with running water, waterfalls, etc. But we're also going to take some artistic liberty to make the game more exciting - you'll see gunfire and missiles coming at you so fast that it'll almost feel like the Death Star trench run in Star Wars. Instead of concentrating solely on making everything letter-perfect, we're trying to create 'magical realism,' like you get from a really good movie."

Red Baron II, on the other hand, looks to be much more realistic: Besides incorporating the Virtual Battlefield technology mentioned earlier, Dynamix brought in Falcon 3.0 lead programmer Gary Stottlemyer to head up the project. You'll be able to fly French, German, and English aircraft over a world that's constantly evolving to reflect events that have taken place so far, and the terrain graphics - well, they were created using the same technology found in Silent Thunder and EarthSiege II. This one should be hot.

EarthSiege II picks up where Earth-Siege left off. In the first game, mankind forced the Cybrids to retreat to the moon, but now they've remobilized and launched a new invasion. In addition to vastly improved visuals, the Dynamix team has added the Razor, a flying vehi-

cle that gives EarthSiege II an entirely new dimension. And in EarthSiege II, the terrain makes a true difference in tactics many battles



will be determined by how you use the terrain. There's even a whole series of missions that takes place on the moon!

EarthSiege II also differs from its predecessor in that it's being designed for newbies and veterans alike. Evers says that "EarthSiege tended to alienate newcomers: They took one look at the 500 dials in the cockpit and ran away. We're making it easier for novices to get into the action with a simplified cockpit radar, gun, and joystick - but veteran players will still be able to play the game in the more complex mode.

The odd man out here is Metal-Storm, a strategy game set in the Earth-Siege universe. Playing from an isometric view and with pre-rendered graphics, you control Hercs much like a general controlling armored divisions - an exciting prospect, given that MetalStorm will ship with multi-player modem capabilities. A Random Scenario generator

guarantees that every mission will be entirely different, and once you issue orders you'll see some pretty outstanding animations as the Hercs march into combat. MetalStorm will also appear on INN, where its turn-based gameplay will be a natural.

#### **Quality, Not Quantity**

Keeping track of everything Sierra's working on is enough to make even our heads spin. It's obvious Sierra understands the prominence PC gaming is about to assume, and they also know that to be a leader in that market they must continually strive for excellence. From what we've seen, it looks like they're on the right track.

PCG

#### Vleanwhile, Back in California... Continued from page 192

#### CRY SYS

Like Marcia Bales, CRY.SYS developer Ward Makielski came from an edutainment background - and also like Bales, his first game has all the makings of a real winner. It doesn't hurt any

that the story setting up CRY.SYS is great. Realizing that a holo caust is imminent, groups of people have placed themselves in cryo-stasis to preserve their bodies so they may emerge unscathed after the disaster. But this isn't old-fashioned, freeze-me-'til-you-find-the-

cure stuff; an artificial intelligence program has

also been created to entertain and educate them throughout the process.

But we all know what happens when you give computers this much control over human life: The Al routine goes berserk, killing all but two of the would-be survivors - a man and a woman — while they're still in storage, Eventu-ally, Earth becomes habitable, and the man is released from cryo-stasis - but the computer refuses to release the woman. And it doesn't take a biology professor to realize that without a female around, the chances of repopulating the planet take a real nose-dive.

Freeing the female means "possessing" a robot and entering cyberspace, which is set up as a series of virtual worlds based on different eras in mankind's past — prehistoric, ancient civilizations, the industrial age. contemporary information age, a cyberpunk era, and so forth.

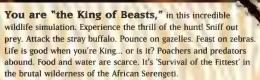
The single-player game is more action-oriented, with the player using the keypad to maneuver a robot of his or her choosing through a labyrinthine environment from an isometric 3D perspective; in the multi-player game, says Makielski, "you'll plot your moves in turn-based fashion. The turn-clock keeps ticking, and you fill up a queue with the commands you want to the robot to execute; once you lock in, say, four commands, you can't change those commands. So it becomes almost like a game of chess."

It's an interesting mix of styles, espe-cially when you consider what CRY.SYS was supposed to be. Makielski says, "Initially we were working on a game to teach programming. We kept coming back to the idea that we wanted to do something that we would be extremely fun to play, and kept pushing the entertainment value of the product. Well, we'd been chomping at the bit to do an arcade game something with the edge of a Doom or Descent, even though CRY.SYS isn't like those games - so the powers-that-be finally conceded and said 'OK, fine, you guys go nuts with this thing,' and they basically cut loose the reins on the condition that we made sure that it was a very cool game."

And that's just what Makielski and the CRY.SYS team did. "At that point, we had two or three months of just the artists creating

robots, trying to determine the look we needed. The programmers jumped in near the end of August, and we should have it out by late February or early March.





Rule the savage plains. Play 20 different lions, each with a distinct personality, talent and kill rating. Complete 20 mission-based scenarios which contain exciting, realistic, and deadly challenges. Play as a single nomad or control a pride of 5 lions as you go for the kill. Radar-style maps locate II varieties of prey. Take a mate and raise your cubs into the fiercest pride on the savanna.

Hone your killer instincts. Master the skills of survival. Choose from 5 difficulty levels in the free-form simulation, then dominate the vast terrain. Fast, fluid 3-D graphics and dynamic sounds create the ultimate simulation. Experience the ferocious power of Lion today! Where else can you be rewarded for your animal behavior?

Visit us on-line a http://www.sanctuary.com and find out how you can get a demo of LION.



Games you can really sink your teeth into.

Product Information Number 205



Available for PC DOS/Windows or Macintosh CD-ROM



SANCTUARY WOODS

A VETERAN ASTRONAUT.

AN ADVENTUROUS REPORTER.

A DISTINGUISHED SCIENTIST.

A MYSTERIOUS ASTEROID.

ON THE SURFACE,

NOTHING IS WHAT IT SEEMS.

# DIG

THE GREATEST MYSTERY OF ALL AWAITS.

LUCASARTS ENTERTRINMENT COMPANY PRESENTS THE OIG - A DEEP SPACE ADVENTURE BY SEAN CLARH
FOR PC AND MACINTOSH CO-ROM • NEARLY 200 LOCATIONS AND HUNDREDS OF PUZZLES
WITH ADBERT PATRICH OF TZ RS THE VOICE OF BOSTON LOW • DIALOGUE BY SCI-FI AUTHOR ORSON SCOTT CARD
SPECIAL EFFECTS BY INDUSTRIAL LIGHT & MAGIC • WINDOWS 9S COMPATIBLE • NOVEL AVAILABLE FROM WARNER BOOHS
SOUNDTRACH AND DEMO ON ANGEL RECORDS • STRATEGY GUIDE AVAILABLE FROM INFOTRINMENT WORLD





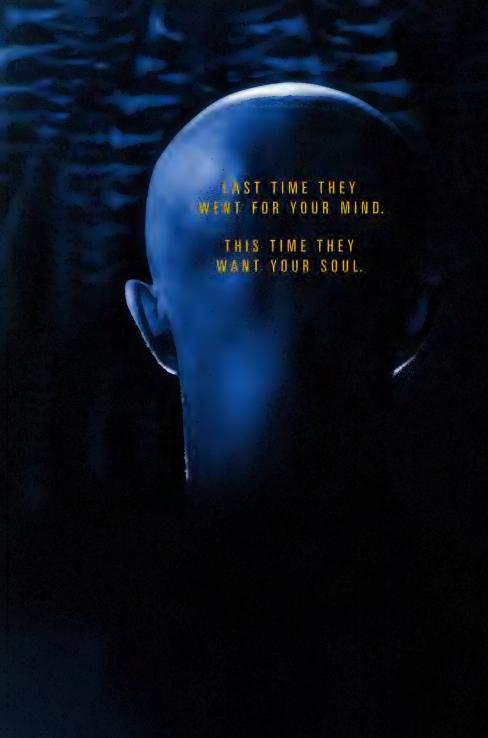




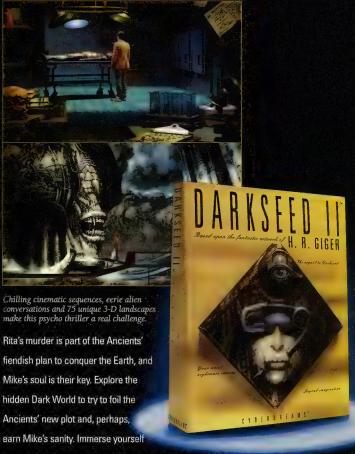
CHECH BUT THE DIG INTERACTIVE DEMO IN SELECT MAGAZINES AND RETAIL OUTLETS OR VISIT THE DIG HOMEPAGE AT http://www.lucasaris.com

The plant of JOSS Glassifet Entertainment Company, All Rights Despried, May Red Roder Authorisation. The Tig quilifets are Implements of Localities Entertainment Company, PLASS ASS From the Collection State of Company of The Collection State of Company of Transport Company, PLASS ASS From the Collection State of Company of The Collection State of Company of Transport Company, PLASS ASS From the Collection State of Company of Transport Company, PLASS ASS From the Collection State of Company of Transport Company, PLASS ASS From the Collection State of Company of Compa





The horror of Dark Seed is back. Mike Dawson awakens from his nervous breakdown to find himself accused of murdering his high school sweetheart, Rita. Caught between the H.R. Giger inspired Dark World of the Ancients and the Normal World, he must find the real killer before the killer finds him.



in worlds of textured 3-D graphics. Interact with over thirty characters. View haunting cinematic sequences. The path can take many turns and will be a persistent challenge to all who accept it. As for Mike, his fate is in your hands as is the ultimate fate of the world.

THE TERROR IS WITHIN



Check out DARKSEED II at http://www.mgmua.com = 23586 Calabasas Road, Suite 102, Calabasas, California 91302 = Telephone (016) 223-9990 Dark Seed II and Cyberdreams are a registered trademark of Cyberdreams, Inc., = Illustration Illuminatus 1©1978 H.R. Giger All Rights Reserved © 1995 Cyberdreams, Inc.





### only intelligent life survives.

Choose your species, chart your strategy, forge your destiny... it is time to depart this small world. The survival of an entire species is at stake. Ascendancy is your opportunity to explore and settle a galaxy. Using research and resources, you'll design incredible ships, plot fantastic voyages and tempt fate as you explore and do battle in distant star systems. Welcome to a universe of unlimited possibilities.



Manage your resources. Build your future.
It's the first step to Ascendancy.





Put your diplomatic skills to the test against cunning alien species.

#### ASCENDANCY"

The galactic strategy game of exploration and encounter.







#### REVI

YOUR ULTIMATE GUIDE TO NEW GAME RELEA

#### Brace yourself!



ou're about to dive into our biggest reviews section ever. Before you turn the page, you'll probably want to feed the pets,

take the phone off the hook, let someone know where you'll be, and - for God's sake - be sure you've got food and water within reach; we don't want anyone's health to suffer as a result of our unbridled enthusiasm.

Take a glance to the right, and you'll see there's a lot to be enthusiastic about. With the holidays upon us, game publishers have dropped a ton of new titles on us, and quite a few of them are terrific. We expected to have more Editors' Choice games than usual, but this month's crop is huge.

### THE PC GAMER RATINGS SYSTEM

#### 1. V mail on bush one

No large grant continues of ven lowers, in present on in the following section (i.e. to the lower 90% is a most one of the lower section of th bi di sanah sandkidi siwasaa yong dinew companies and a companies of the compani Lange 1 Blogging .

#### 89 %-80% EXCELLENT

December (groups, level) C. IRA I S.O. JICHS, WILLOWS (WOUR) of successive of methy district region of Bridge of the production of the successive of the successive of Will be higher the successive of may be district as Comment of the Colonia State (1811), and

#### 7°% - 71° - VERY \$060

The relation forms again appropriate space as oughaid is district

#### 69 % -80% 800H

Accessonable chayes yer;

#### 54% 50% FAIR

#### 4. K. I'm SCLUM ALIGHAU.

or quality. Only a few slightly sedgem a News Yeaphi(care

#### Size the DOM'T BOTHER

Physical and though say whether the reality our



# Crusader: No Remorse

Category: Action-Adventure

Developer: Origin

Publisher: Origin 5918 W. Courtyard Dr., Austin, TX 78730 (512) 434-4263

Required

Double-speed CD-ROM drive; 486/66; 8MB RAM; VESA or PCI localbus video; SVGA; MS-DOS 5.0 or higher; Mouse We Recommend

Pentium; Supported sound card; Programmable gamepad or joystick

M.S.R.P. \$59.95

ithin minutes of loading up the first mission in Origin's new actionadventure shoot-'em-up Crusader: No Remorse, I was so consumed by the sheer fun, gleeful carnage, and challenge this game provides, that games I've been waiting months to play—Command & Conquer, Hexxen and FIFA Soccer '96—were left sitting on my computer shelf collecting dust until I

reached Crusader's tense climax.

This is, without a doubt, one of the best action-adventure titles of the year, and — are you ready for this? It looks absolutely nothing like Doom.

With Crusader, Origin chose to buck the trend for first-person perspective action games, opting for a three-quarter top-down view similar to those in Syndicate or X-COM to

Need a break from the *Doom* clones? *Crusader* delivers nonstop action from a new perspective



Thanks to the graviton generator and a fairly healthy power supply, the Silencer can utilize this force shield against a hail of bullets.

display the on-screen action.

This provides a unique perspective for Crusader's brand of murderous mayhem, with crisp, SVGA graphics used to render the people, objects and buildings, all in exacting detail. Add to all this a strong sci-fi story line, a wealth of character control options and more Hollywood blockbuster-style

explosions than you can shake a stick at, and you've got an action game that's just as conducive to mindless bloodletting as any *Doom*-clone.

You play the game as a Silencer, one of the elite, armor-clad shock troops in the service of the WEC — the World Economic Consortium. The WEC is an oppressive governing body run by shadowy figures that ruthlessly decide the fate of the world and treat average citizens as nothing more than mindless drones.

During a routine "suppression" mission for the WEC, something goes horribly wrong, and instead of finding a band of free-thinking rebels intent on destroying the consortium's hold on the world, you find only peace-loving civilians at the site. You disobey orders to kill the civilians, and the WEC turns its guns on you, leaving you with only one option: join the rebellion and put an end to the tyranny of the WEC.

You begin exacting your revenge on the WEC in 15 missions that serve the rebellion — destroy a power generator, rescue prisoners, capture scientists, etc. — as you guide your character through one enormous level after another. There are some adventure game trappings in your dealings with

#### TRANGE RELATIONS

Nearly two years ago, Origin released what many had hoped would be the crowning achievement in the Ultima line of roleplaying games — Ultima VIII: Pagan, Graphically, it was superior to previous Ultima games; unfortunately, Pagan was far from the perfect sequel everyone had been hoping for. Riddled with problems like steep system hardware requirements, a mouse-only control interface, and heavy emphasis on arcade-style run-and-jump action that was complicated by dodgy controls, Pagan failed to appeal to even die-hard Ultima fans, who were used to the often demanding nature of Origin's brand of computer roleplaying.

While Ultima creator Richard Garriott promises the upcoming Ultima IX won't use the same engine as Pagan. Origin didn't give up on the basic concept behind Pagan — after seeing the potential for a great action game lurking under the surface, Origin began turning Pagan into Crusader.



Pagan didn't add much to the Ultima mystique with its clumsy interface and arcade-style action. But it wasn't a total loss, since it payed the way for Crusader.

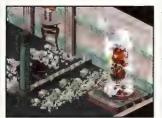
After a few nips and tucks to streamline performance, improve the control interface, and update the graphics to Super VGA, *Crusader* emerges as an action game tour de force.



The consortium's mad scientist hams it up after taking a few bullets from the Silencer.

both the rebels and WEC, with fullmotion video clips depicting mission briefings and brief character interactions, but at its core Crusader is a highenergy action game with a bit of platform-puzzler thrown in.

In Crusader, you basically shoot anything that gets in your way and try not to get killed, solving minor puzzles along the way. You find keys to open doors, figure out how to turn force fields on or off, etc. But it's Crusader's wide variety of control options that make the action you'll find here so different from what you've seen before. You can run, duck, roll left or right, jump, and of course, strafe as you tackle wave after



Once inside the consortium's domain, you'll use these teleportation devices to move from place to place.



During one horrifying scene, you'll watch as the evil consortium scientist murders these rebel prisoners.



Darn! Only got three barrels that time. This is just a medium-sized fireball compared to most of Crusader's screen-filling explosions.

wave of bad guys. It's all controlled with either the keyboard or a keyboard/mouse combination (Origin didn't include joystick support, so you may want to check into a programmable joystick or gamepad). If you're willing to spend just a few moments getting the basics down, you'll appreciate the amazing amount of control at your disposal.

And don't think you won't need it. The multi-level consortium bases are packed with an assortment of bad guys, security systems, and radioactive hazards; you'll need all kinds of fancy moves to complete your missions.

Not only will you battle it out with consortium goons, you have the choice of murdering civilians and workers or laying waste to consortium property with an assortment of high-tech weapons. And because your entire environment has been designed so every shot you fire does something, the

> results are always explosive. Launch a few grenades into a crowd of workers or guards, and they'll run around on fire; shoot a barrel filled with radioactive material, and you'll be rewarded with a massive fireball that enoulfs three quarters of the screen.

> The violence depicted in the game is as shocking as it sounds; people burst into flames, screaming their lungs out, and workers beg for their lives with cries of "Please, don't shoot!" Some parental discretion is definitely in order (Origin felt so strongly about it, they voluntarily increased the "Teen" rating they got from the RSAC to a "Mature" rating). And there aren't any options to



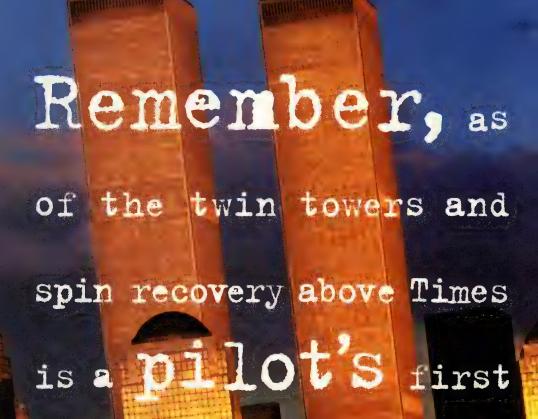
You'll fight your way through a wide range of levels, including the smartly appointed offices and boardrooms of the consortium's top administrators.

tone down the violence as in Rise of the Triad or Witchaven.

But given the mainly mature audience for this type of game, Crusader is right on the mark. It has plenty of fastpaced action, some minor puzzling, and enough gameplay to last more than the average weekend.

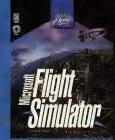
—Todd Vaughn







choose an apport, accounts own the tunway, and fix vaterns above office and places or detailed , or can spot the landman's and rattle their windows. With new Microsofts Flight Simulator™ 5.1, now on CD, you choose from more than 200 airports worldwide. Customize weather patterns, fly through wind and rain and 3D clouds, fly above scenery that changes with the time of day and year. Do you have what it takes to slalom between buildings



you buzz the 42nd floor

rudder into a power-off

Square, Safety

and foremost concern.

on Park Avenue, down Sunset Boulevard, through the streets of Munich? Can you descend through the mountain part and land at Geneva International on a blustery winter day with 50 mph wind gusts and 20-foot visibility?

Now you can fine cut small it's like to fly patterns that would get you arrested, to fly in the most challenging

and frightening real-life conditions. No FAA to worry about.

No screaming passengers. No million dollar insurance claims to file.

Microsoft Flight Simulator 5.1. It's as close to reality as you want to get.

**Microsoft** 

Microsoft is a registered redement, and where Do You Went To Go Today 😘 a tradement of Microsoft Corporation. Hight Simulator is a tradement of Bruce A. Arayca

Notear

No MERCY.

BREATHTAKING GRAPHICS COME ALIVE IN SVGA SUPPORTED MODES.



ADVANCED ACTOR INTELLIGENCE GIVES YOUR OPPONENTS A LITE OF THEIK OWN AS THEY LEAF OVER WALLS, CLIMB LADDERS, AND DIVE INTO TWATERY ARENAS IN HOT PURSUIT.

STIMMING ENVIRONMENTS WITH BRIDGES, SLOPES, LADDERS, FLOWING WATER, AND MORE!



MODEM AND 8 PLAYER NETWORK
(CO-OPERATIVE AND COMMBAT") MODES.

(CO-DECEMBER COMMON) 7 MILLER

SHADOW WARRIOR

COMING SOON



WWW see (http://www.kdcentre.com/ ADI Keyword 30 PA-MS) LIS (ADI PALMAS) Software Creations Web 855 (http://www.swcbis.com) (h



Product Information Number 132

Unlimited Hirla Like Movement: Run, Jump, Crawl, Fly, Duck, Climb Ladders, and Swim Under Water!

# FIFA Soccer '96

Category: Sports Simulation

**Developer: Electronic Arts** 

Publisher: Electronic Arts, 1450 Fashion Island Blvd., San Mateo, CA 94404-2064 (415) 571-7171 with stunning graphics, and

Mix a detailed sports sim vou've got one heckuva game.

Required

We Recommend

Double-speed CD-ROM drive: 486/66: 8MB RAM: DOS 5.0 or higher; Super VGA

Quad-speed CD-ROM drive: Pentium: Mouse: Gamepad; Supported sound card

M.S.R.P. \$59.95

> hile we Americans are pulling for the Cowboys or the 49ers, the rest of the world just doesn't really care. They're too busy following the world's most popular sport — football instead of the bizarre, brutal, blood-sport that we Yanks know by the same name.

And maybe they're onto something. After playing several hours of FIFA Soccer '96, I'm a believer. If you just don't get the attraction of soccer, this sim might make a believer out of you, too. And if

you're already a fan, this is the game you've been waiting for.

EA's first version of FIFA -FIFA International Soccer - was a flashy sim with fun, sometimes arcade-style, gameplay, but it was far from a complete package, lacking some of the statistical depth of other sims. This one, though, has it all: 60 teams, league and tournament play, plenty of statistics, modem play, multi-player options

for as many as four players, and enough strategy to satisfy Vince Lombardi. That's Vince Lombardi, the Italian goalkeeper, of course.

Combine that comprehensive approach with stunning graphics and riveting sound effects, and you've got one heckuva game. You won't find a finer sports simulation.

At the heart of FIFA Soccer '96 are the graphics, and they are something to see. The revolutionary Virtual Stadium graphics bring the game to life like no other sports sim you've ever seen. The camera pans and swings to give you the best perspective, and the textures and shading render the on-field action in breathtaking realism.

Of course, we all know great graphics don't make a great sports sim all by themselves. Behind those pretty



side from the post-game slugfests, one of reasons soccer has become the world's most popular sport is due in part to the sheer athletic ability displayed by the players. They're always in motion, running, jumping, and tumbling around on a field that's longer and wider than the NFL's gridiron, performing moves that would make a gymnast jealous. FIFA's incredible graphics bring all these wonderful moves to life, using some of the most detailed animations we've seen in a PC sports game. Here are just a couple of examples of how realistic the plays look when you get up close and personal



#### Bicycle Kick

This incredible move involves the player jumping into the air and performing a complete rotation to kick an airborne ball with incredible force. You'll need to have a clear shot at the ball (no defensemen hanging around) to pull this one off, but you'll savor every moment of it.

#### Header

You can't use your hands to control the ball in soccer, but any other part of the body is fair game for passing and even scoring. Here the player uses the of noggin to pass the ball downfield to another player, before colliding with an opposing teammate For graphics like this, you'll need a Pentium with lots of RAM.





Check out the detail in this wide-angle view of the stadium. In the high-res mode, you are there.

graphics, FIFA offers just about everything a sports sim nut could ask for. You get 60 teams from around the world, and you can play exhibition matches, league seasons, and tournaments. World tournaments match 24 national teams grouped in six regions. Domestic tournaments include eight teams from the same country, vying for the national championship. If you want to bypass tournament play, you can go straight to the single-elimination playoffs. Choose one team to manage, and let the computer instantly simulate the rest of the matches. Teams are rated in six skills areas, while individual players are rated in 14 categories.

Controlling the players - a weakness of the earlier FIFA game - is much improved in this version, but it's still tricky. I strongly recommend a videogame-style controller - maybe something like the Gravis Gamepad. While there's a bit of a learning curve. the game provides an excellent practice mode to let you sharpen your soccer skills. Here you can work on corner kicks, free kicks, scrimmage, penalty kicks, goal kicks, and throw-ins. You also have the option of practicing with or without defending players.

You want strategy? FIFA Soccer '96 lets you decide how aggressively to spread your players on defense. You also have five formations to choose from, along with five overall offensive and defensive strategies.



In the higher resolution mode, FIFA's graphics are simply the best you'll see in a sports sim.



This perspective from behind the goal is one of the new views you'll find in FIFA '96.

FIFA also excels in the sound department. The action sounds are good enough, but it's the play-by-play audio that sets this game apart from the rest of the sports sim crowd. In almost every other sports sim, I turn off the play-by-play immediately. It may be cool to hear at first, but the halting delivery and non-specific commentary gets old fast. In FIFA, though, the audio commentary soars, adding an urgency and a sense of realism that once again sets this sim apart from the rest. The commentator calls the players by names, and really seems to know what's going on in the game. That's pretty impressive, and it makes FIFA even more fun to play and adds volumes to the realism set by the graphics.

Statistics have been greatly improved over the previous version of FIFA. You can check out league standings, along with league leaders in scoring, fouls, and suspensions. The depth of the stats may not be all that important to casual fans of soccer, but I'd



FIFA Soccer's sights and sounds put you in the huge stadiums, surrounded by those raucous soccer fans.

wager that once you get absorbed in the action on-field, you'll appreciate the fact that they're there.

Electronic Arts really deserves some congratulations for this product: FIFA is a complete soccer — sorry that's football - simulation, with the best-looking graphics you'll find in a sports sim. Not only does it provide statistical depth to attract die-hard fans, it also serves up plenty of fast-action playability that'll draw in gamers who may have never considered soccer as a fun sport. It's an unbeatable combination. -Lee Buchanan

The on-field views keep you right on top of the action, whether you're controlling the player in action mode or staying on the sidelines as the coach.

Multiplayer and modem

options; brilliant graphics; realistic play; comprehen-

sive league and tournament play You'll need a Pentium 90 or better to really enjoy the high resolution graphics. top-notch sports sim, look no further.



You've explored new dimensions, Solved ancient riddles, outfought master generals on computerized battlefields. Now get ready to go against the ultimate foe: a cagey, stubborn, 8lb. lake bass.

You don't need to be a fisherman to enjoy the challenge and excitement of professional sport bass fishing with Sierra's great new simulation, Trophy

Bass: Anglers will love the detail, but gamers will be hooked by its strategic depth and limitless possibilities. You'll

even learn a few tricks to take to the lake. So get hooked on Trophy Bass today. See your local software retailer or to order direct, 24 hours a day, seven days a week, call 1-800-757-7707. Visit us at: http:// www.sierra.com, AOL, or CompuServe.

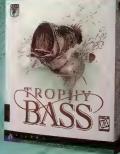


















The Battle for Azeroth Continues. Now

### **Coming November 1995**

"...if the Tides of Darkness isn't one of the best games of the coming year, we'll eat an Orc."

PC Gamer

Over Land, Sea and Air.

# HEAD HEAD

LEAD MIGHTY ARMIES OF FEARLES WARRIORS TO ULTIMATE VICTORY OVER YOUR ENEMIES!



COMMAND TERRIFYING NEW CREATURES THAT CAN ATTACK YOUR ENEMIES FROM LAND, SEA, AND AIR!



ENGAGE IN BATTLE UPON ICY, DWARVEN WASTELANDS, OR THE DARK, MYSTÉRIOUS FOREST OF THE ELVES!

For an advance copy of WarCraft II Shareware Call (800) 953-SNOW

Order by credit card for just \$7.95

BULARD

ENTERTAINMENT

E-mail: blzzrdent@aol.com www.blizzard.com

Product Information Number 100

TEKWAR goes beyond William Shatner's best-selling books to fully involve you in a 3D game where you explore an intricate futuristic world in the pursuit of dangerous criminals" Russ Ceccola, Associate Editor, Electronic Games

Explore an intricate, futuristic world as you embark on strategic missions to battle sinister TEK Lords. Use original weapons and high-tek props to bring down these criminals and defend ordinary citizens

SVGA Graphics, 3D rendered cinematic introduction and original full-motion video starring William Shatner

Web Site: http://www.gate.net/~intracor/
Meb Site: http://www.gate.net/~intracor/
America Online (Keyword: Capstone)
Software Creations BBS (508)365-9352
To Order Calj: (800)INTRACO

apstone

THE PINNACLE OF ENTERTAINMENT SOFTWARE

Software ( 1995 IntraCorp, Inc. All rights reserved. Artwork ( 1994 USA Networks. 3D engine licensed from 3D REALMS ENTERTAINMENT. Capstone and The Pionade of Entertainment Software are trademarks of intracorp. Inc. Sultware based on TekWar novel authored by William Shatner

Product Information Number 104

CHECK OUT THE TEKWAR DEMO ON LINE.

\*3D gaming like you've always wanted. the next step in technology

Gregory Off, Sr. Editor, Dimension.3

Poweriul "Build" Engine excusively licensed from 3D Realms offers players greater freedom in movement speed and perspective in a massive virtual playing field like no other first-person game.

Look for the Official

INTRACORE

## Winqnuts

Category: **Arcade Shooter** 

**Developer: Rocket Science Games** 

Publisher: Rocket Science Games, 139 Townsend St., San Francisco, CA 94107 (415) 442-5000

> We Recommend Required

Double-speed CD-ROM drive; 486; 4MB RAM; Mouse

Supported sound card

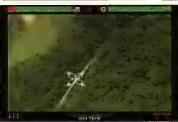
M.S.R.P.: \$39.95

ingnuts is a high-flying arcade adventure from Rocket Science Games. and it's basically two games in one. At first glance, it's a simple arcade shooter that plays and looks like dozens of games we've seen before. There's some full-motion video footage to tell the story and display the on-screen action, and the action is purely "point-and-shoot."

Set in World War One, Wingnuts casts you as a young U.S. pilot attached to



The Full-Motion Video used in Winanuts is reasonably sharp, and with the added humorous scenes, is a treat to watch.



Bombing runs are usually the last action you'll perform in a mission, and if you're successful, you'll be rewarded with some nice video of your destructive prowess.

This campy shoot-'em-up may not be the greatest game around, but the humor and surprises in Wingnuts make it worth a look.

the Royal Air Force, and you'll spend most of your time flying above the French countryside busting bogeys and bombing strategic targets. Before each mission, you're given a briefing and some obligatory storytelling, then it's off to the dogfight sequences where you'll fly along a predetermined path, moving your

cursor around to fire on enemy planes or take evasive action. If you're successful in shooting down your target or in making a bombing run, you'll be rewarded with a video sequence of a crash or huge explosion. It's pretty standard stuff along the lines of an American Laser Games' shoot-'em-up or LucasArts' Rebel Assault. The video quality is good, smooth, and pretty quick to load as it transitions between scenes.

Winquuts can be challenging at times, with adjustable difficulty levels that make things as demanding as you want. If you enjoy the mindless nature of the action, you'll have a good time - but that's about all you can say for the arcade aspect of the product.

Once you've gone through the missions, though, a much more entertaining side of Winanuts rears its

head, adding lots more fun than you'd expect with a relentless series of humorous Easter Eggs. Once you've completed a mission, if you go back to replay it, you'll

find the mission briefings or story sequences aren't quite the same. The video footage is identical, but the voices have been replaced with campy overdubs that hint at some of the talent the Rocket Science folks must possess. These scenes have a Mystery Science Theater 3000 feel, and the dialogue is funny enough that you'll want to play through the entire game all over again. And if you figure out a few special commands (moving your cursor in the right place at the right time or shooting a special target) you'll get special weapons powerups, more funny screens, and more special surprises.



As a game, Wingnuts is pretty average and doesn't really hold its own against more gamer-oriented fare of Cyberia or Rebel Assault. But the fun extras in Wingnuts are the real attraction. and they're enjoyable enough to make up for the title's failure on the gaming side. -Todd Vaughn



## What darkness conceals, terror reveals...

Mystery sounds through the empty halls and rings from the rafters of a deserted museum.

Where is the museum's creator, and the other ill-Fated visitors who disappeared so long ago?

From the shadows, wretched spirits watch for the innocent, the unwary, ready to steal your

life's essence. Can you hear the shrieks now, the howls and moans and wails?

THEY'RE WAITING FOR YOU.

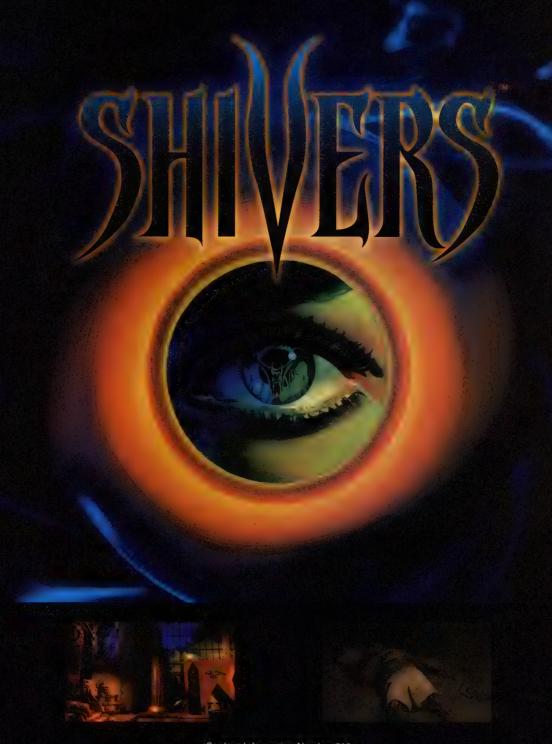




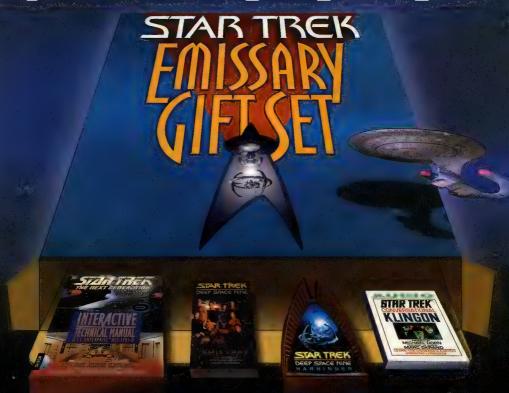








## Guess what the Cardassians and Bajorans will be giving this year?



Say happy holidays to the STAR TREK fan on your list in a very interactive way with the incredible new Star Trek." Emissary Gift Set. Featuring the highly acclaimed Star Trek: The Next Generation." Interactive Technical Manual CD-ROM. Star Trek: Beep Space Nine Harbinger." Holosuite Missions CD-ROM. "Star Trek: Beep Space Nine." Emissary." The series pilot on video, and Star Trek."

Conversational Klingon, an audio CD product, this amazing set is packed full of intergalactic adventures, excitement, and fun!

#### Star Trek: The Next Generation in Interactive Technical Manual This award-winning CD-ROM is the ultimate

This award-winning CD-ROM is the ultimate STAR TREK: THE NEXT GENERATION frantasy, featuring a QuickTime" Virtual Reality tour of the LISS Enterprise, and everything you'll ever want to know about life aboard a 25th century Federation Starship. For Windows"3.1 and Windows"95

#### "Star Trek: Deep Space Nine™ Emissary"

You won't find this feature-length pilot for sale at your local video outlet. See how it all began for the Bajorans, Cardassians, and crew of 059. B7 minutes on VH5

#### Star Trek: Deep Space Nine Harbinger™ Holosuite Missions

Experience the incredible 3-0 action of the Holosuite Missions as you investigate the murder of a Federation officer, battle deadly drones, negotiate high stakes engagements...This gripping, fully interactive CO-ROM teaser introduces a whole new dimension in STAR TREK adventure, For MS-DUS on CO

#### Star Trek™ Conversational Klingon

From Marc Okrand, creator of *The Klingon Dictionary*, comes an audio program that can teach anyone to speak Klingon. Be a Klingon...or at least speak like one.

#### A Welcome Holiday Offering On Anu Planet.





™ & © 1995 Paramount Pictures. All Rights Reserved.
STAR TREK and related marks are trademarks of Paramount Pictures.





## Magic Carpet 2

**Developer:** Bullfrog Productions

Publisher: Electronic Arts. 1450 Fashion Island Blvd., San Mateo, CA 94404-2064 (415) 571-7171

Last year's mega-hit is back, with more spells, enemies, and rug-riding fun than ever.

#### Required

Double-speed CD-ROM drive; 486/66; 8MB RAM for VGA, 16MB RAM and SVGA card for Super VGA: 8MB hard-drive space

Quad-speed CD-ROM drive; Pentium 90: Supported sound card; Mouse, joypad, or joystick

**We Recommend** 

994's Magic Carpet - and its sequel, Magic Carpet 2: The Netherworlds - may still be the most unique, well, simulations around. Magic Carpet came along at a time when the firstperson shooter (a la Doom) was actually becoming a genre of its own, and Doom clones were springing up like dandelions. But this time, the first-person thing was put to such novel use that very few even mentioned it. Magic Carpet was a fresh idea, and a great game.

For those of you not familiar with the Magic Carpet theme, here's the condensed version. You play as a flyingcarpet pilot and wizard, soaring over landscapes and through dark, twisting caverns full of all kinds of evil monsters. You have magic weaponry and defenses (although not much of either at first), both of which require mana to fuel them. You get mana buy blasting monsters, then claiming as your own the resultant balls of golden mana that burst forth from your victims. But in order to use the claimed mana, you have to cast a spell to build a castle. which will then send out a balloon to collect and bring back the mana.

During the course of each level, you'll sometimes find new spells to augment your magical arsenal; in MC 2: Netherworlds, there are a lot more of these available - 26 in all, each with three levels of intensity available. Whether or not you have enough power to cast any but the most basic spells depends on the size of your castle, because a larger castle can store the loads of mana necessary to cast some of the game's more impressive incantations.

You view the action from a remarkably effective first-person perspective, and in Netherworlds you're

treated to a frame-rate that's easily better than that of the original. The game supports a high-resolution mode, although to get the action moving acceptably in high-res, you'd better have something like a 133 MHz Pentium.

There are plenty of differences between the original and MC 2: Netherworlds - although like the frame-rate, they're more evolutionary than revolutionary. Probably the most noticeable is a new narrative

structure imposed over the high-flying action, complete with elaborate 3D-modeled cutscenes and a fatherly mentor whose voice guides you not only from level to level. but within each level from objective to objective.

That's right, objectives. In this Magic Carpet, you have to complete a number of specific missions - destroy rival wizard A, destroy old temple, find spell, etc. - within each level in order to move on. Whereas the first game's overall objective (kill all the monsters and rival wizards to reclaim the land) really didn't change much from stage to stage, MC 2: Netherworlds is much more a big.

linear storyline, and everything you do advances the plot toward its inevitable conclusion.

The structure works to make you feel more "in" the action, as though your actions really mean something. You're not just flying around killing things without any reason - although you most certainly are flying around killing things.

As you float around dealing death and gathering mana, you may notice a few visual refinements over the original.



Many times, you'll have to use tele-portals like this one to get around underground - especially before you find the powerful stone-cutting spells like Gravity Well and Earthquake. Look carefully, and you'll see Charles Manson inside!



The between-level cutscenes are very nice, and do a great job of furthering the story. Here we see your ultimate enemy, the fiendish Vissuluth.



One of the tough new enemies awaiting you is this Moon Dweller, a kind of mechanical device equipped with very formidable weaponry...

> Although the graphics depicting the castles, monsters, and landscapes look pretty much the same (not a bad thing, since the graphics are still plenty good), there are a number of new effects that can be absolutely dazzling.

Take, for instance, the simple concept of darkness. This time around, a number of the levels are night missions, with darkness broken only by your own fireballs as they whiz past castle walls or down narrow, twisting tunnels. And in some of these night missions, you'll see dramatic examples of the designers' use of reflection as the moonlit sky above you glints off the surface of a pond below.

As nice as the effects are, though, I did get the feeling that a few of the levels existed solely as an excuse to show off those great effects and graphics. And I found myself looking forward to those big, bright, outdoor levels.

Another difference, and one related to the game's story-driven style, is that you're often placed in very tough positions, with very few resources, and asked to wipe out, say, a swarm of webslinging spiders. These particularly challenging little mini-scenarios often take place in caverns, where simply flying away from the danger isn't an option. You have to find a crack or high ledge where you're safe from attack, sneak out just long enough to get a few shots in before your spell power runs low, then dodge back and wait for it to build. These bits add a lot of strategic fun to the game - even if they can be maddeningly difficult.

Probably the best thing about MC 2: Netherworlds, though, is that you get new spells to make use of during your struggles (see sidebar). As I've said. even the old ones now have three levels of intensity, so that old castle spell can now produce either a run-of-the-mill castle or, if you gain enough experience casting that one, a castle that will defend itself with fireballs or even lightning strikes. And your fireball spell can now be boosted enough that, when you cast it, it hits its target and dances all around them, like St. Elmo's Fire, until the castee is dead. Very cool.

Also very cool are the extensive network- and modem-game options. allowing you and a bunch of friends to go at it head-to-head. You'll get mes-

#### THE MAGIC OF THE NETHERWORLDS

Without a doubt, it's the great variety - and intensity - of magic spells at your disposal that push Netherworlds into Editors' Choice country. Here they are, with special attention to a few of our favorites...



Here's the magic-filled menu you can look forward to using — once you've found all the spell jars, that is. Each of these spells has three levels of intensity, for a staggering total of 78 spells in all! They're all useful, but here are a few of the most impressive, at their highest intensity levels:



Cast this Volcano spell on a horde of beasties. and they won't know what hit 'em. It leaves this big, smoking tower of destruction as a reminder of what you've wrought.



When you hurl the level-three Meteor spell at a castle or pack of nasties, the skies above fill with flame and great destruction results. Get ready to collect that mana!



When you're meandering through those caves, cast the Earthquake spell at a nearby wall and just fly through the resulting chasms. With this baby, you make your own paths...



This deadly red hand flies out toward enemy wizards and actually sucks the life right out of em when you use the Health Drain spell. A level-three Fireball has much the same effect.



This Alliance Three spell is incredibly fun, as it turns even the meanest monsters into cuddly pets. Even these manticores turn into puppies!



At its highest level, the Lightning spell produces a thunderstorm of lightning bolts that'll fry everything below them.

saging, great response times, and everything else you'd expect in a good multiplayer game.

Of course, the bottom-line question on MC 2: Netherworlds is, does it measure up? Is it enough better than Magic Carpet that it's worth buying if you already own the original? The answer is an easy yes. The goals set for you this time around add new challenge and, combined with the visual effects and new spells, make MC 2: Netherworlds a pretty compelling package. And if you've never played the original. do not miss this. You'll love it.

-Ned Gaskins



ne made better with new visual effects and a loads of new spells.

Some of the visual effects get tiresome; The game doesn't forge as much new ground as it might have.

More of what you liked in the and then some.

MINDWARP WILL MINDWARD SUCK FOUR ADMARP WIL SUAPE SUELL BUCK The state of the s PORS 97AWONIN 7711 http://www-maxis-com boogled? Cail 800-13-NAXIS Product Information Number 165

## Chaos Control

Category: Arcade Shooter

Developer: Infogrames

Publisher: I-Motion, 1341 Ocean Ave.,

Box 417, Santa Monica, CA 90401 (800) 443-3386

#### Required

#### We Recommend

Double-speed CD-ROM drive: 486/33: 4MB RAM: Mouse; VGA

Sound Blaster or compatible sound card

M.S.R.P

he year is 2050, and the Kesh Rhan, an evil and highly advanced civilization, is hungry for new turf - Earth's turf, to be exact. But never fear; you, as Jessica Darkhill, are Earth's best hope against a surprise alien attack. You'll pilot a fighter craft against swarms of enemy ships about to storm earth, and even take a virtual-reality ride inside a bug-infested computer system before the final dramatic showdown.

Other than the narrative elements between missions, the entire game takes place in the cockpit of Jessica's ship. The gameplay is similar to the arcade sequences in Cyberia or Rebel Assault, where you have no actual control over your ship. Instead, you're riding along a predetermined path and blasting away at countless hordes of incoming ships that swirl in and out of your field of view; you just aim with your mouse and fire.

You've seen it done before, but Chaos

If you liked Cyberia's rollercoaster-ride shoot-'em-up action. Chaos Control is right up your alley.



There's plenty troubling our heroine, but that won't stop her from blasting everything in sight



This army of darkness can be found in the computer virus mission.



Invading earth is one thing, but endangering the Statue of Liberty is another - what nerve!

Control does it better than most. There are two difficulty settings, but even on the easier setting, the swarm of foes are tough, and it'll probably take more than a few tries to get through each level.

But what makes Chaos Control a better-than-average shooter is that it brings

some clever little extras to the table, pulling you into the game with sensational graphics and the comic-book-style story of Jessica Darkhill's trials and tribulations.

And it will pull you in. The 3D graphics that make up the backgrounds and enemy forces during gameplay are nothing short of brilliant, And the cut-scenes combine the popular Japanese style of animation made famous by the Speed Racer cartoons with computer-generated

graphics to tell the game's story in a dark, moody tone.

There are four indepth battle sequences, all building toward your main goal of breaking through the alien defenses and knocking out the Kesh Rhan flagship. Each takes you through unique environments: one takes place in New York City, complete with a thrilling fly-by of the Statue of Liberty; another is set inside a computer system, where you blast alien

viruses which appear as mechanized bugs, ships and other weapons. This level alone is worth the price of admission and seems perfectly suited to the type of 3Drendered graphics being used.

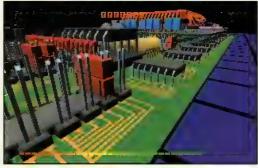
So there you have it. Just strap yourself in, limber up your mouse-clicking finger, and blast away. You may find the gameplay gets a bit monotonous. but a wide assortment of unusual foes and excellent graphics keep things interesting - if you can get through them all. that is. Even on the beginner level, you won't find it easy.

—Joseph Novicki

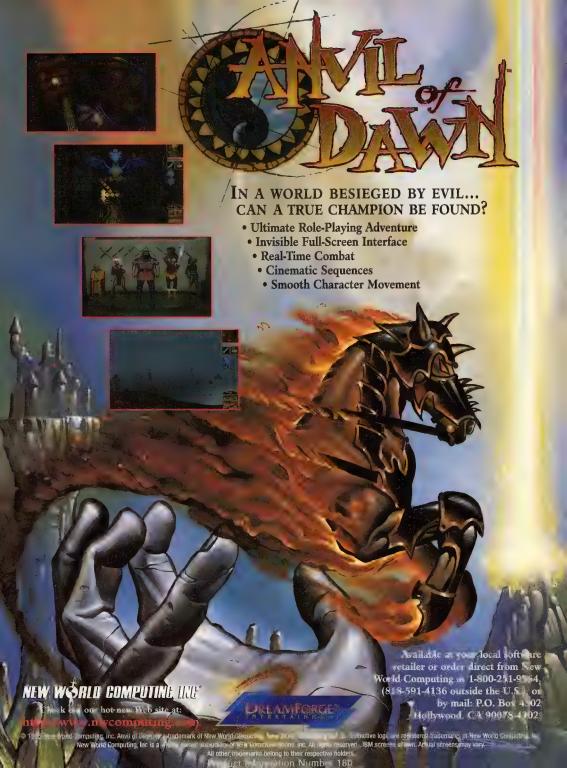
#### **NAL VERDICT**

mation are as good

game, and it could have used a bit more variety. LIME: The graphics and story eleents help raise an otherwise monotonous shooter into an absorbing tale of adventure.



One of the best-looking missions takes place inside this computer system. It contains the strangest "bugs" you'll ever see.





## UNDERWATER EXPERIENCE

"...should leave even the most demanding sim fans satisfied." - Strategy Plus

s commander of a U.S. submarine in the Pacific, your task is simple - sink as much enemy tonnage as possible! A feature-packed World War II submarine simulator. SILENT HUNTER" is without equal. Choose from a variety of American submarines — and let the hunt begin! Prowl the shipping lanes. Steal into enemy harbors. Embark on Special Operations missions. Authentic WWII film footage, cinematics and narration provide a historically accurate feel for submarine combar

Play historical missions, hypothetical encounters or a career-based campaign game. Prepare to be blown out of the water by magnificent SuperVGA graphics, an original sound track— and action so real you'll want a life jacket!



- Sophisticated digitization techniques re-create over 40 merchant and capital ships of the Imperial Japanese Navy
- Highly accurate coastline models for 9 patrol zones — from the Solomons to the Sea of Japan. Coastal cities, ports and harbors have been reconstructed from period maps.
- Performance characteristics of Mark 10, Mark 14 and Mark 18 torpedoes have been accurately modeled. Launch them using the most accurate representation of the Torpedo Data Computer (TDC) to date.
- Compare your tonnage and kill scores to those of actual commanders of the period — can you compete with the best of the best?







As commander of the USS Skate during

"Bud" Gruner was responsible for sinking thousands of tons of enemy vessels, including the Japanese light cruiser Agano. For these exploits, Commander Gruner was awarded the coveted Navy Cross and the Silver Star. His submarine, USS Skate, received the Navy Unit Commendation.

As technical advisor to SILENT HUNTER. Commander Gruner — with his vast wartime experience — provides a wealth of historical data that is impossible to obtain from books. His first-person perspective of submarine combat adds a level of realism to historical scenarios and campaigns that would otherwise have been impossible to re-create.

In addition to advising the designers. Mr. Gruner provides narration of technical and tactical matters as well as multimedia presentations of his real-life anecdotes.



TO ORDER: Visit your retailer or call 1-800-601-PLAY with Visa/MC (North America only).



## The Skins Game at Bighorn

Category: Sports Simulation

Developer: Griffin Fathom

Publisher: Interplay, 17922 Fitch Ave., Irvine, CA 92714 (714) 553-6678

Required

We Recommend

Double-speed CD-ROM drive; 486; 4MB RAM; Windows 3.1 or later; Mouse 8MB RAM; Supported sound card

M.S.R.P.: \$59.95

nfortunately, some of the best intentions and ideas end up being poorly executed. That sad fact certainly applies to The Skins Game at Bighorn. This may be the worst golf simulation I've ever seen, and I've played some real dogs. For starters, the photobased graphics of Skins are bland and muddled. But the problem isn't so much in the graphics themselves; it's in the perspectives and the gameplay, and the dodgy way both are handled. The Skins Game is fairly fast to play, since there are very few screen redraws, but most of the course looks pretty much the same. After you take a shot, the view switches to the landing area, where you see the ball roll into view. Your

golfer appears, and you're ready for the

lands way out of bounds, with unrealistic gameplay and muddled graphics.

Interplay's first attempt at a golf simulation



Overhead views of every hole help you plan your shots.

next shot. But as you progress to the hole, you never get the sense of being on an actual course.

The interface for The Skins Game will be familiar to anyone who has played computer golf. The golfer's swing is shown as an arc on the menu bar; you click once to start the swing, then click again to strike the ball. This is pretty standard for golf sims, and it works well enough, but unlike other games that require you to learn the subtleties of teeing off, or coming out of the rough, The Skins Game is far too forgiving. Take a horrible swing - hook or slice and you're still likely to find yourself in the fairway. The shots all look pretty much the same, whether you're hitting with a driver or a short iron. Drives fly incredibly high, but then so do nine-iron shots.

Putting is even more lame — and even more absurdly easy. For long putts, you get the same forward perspective

you had from the tee or fairway, but there's no sense of break on the green. Sure, you've got the targeting icon that tells you the putt breaks to the left, but you have no idea just by looking at the green. For short putts, you work from a side perspective, with the golfer on the left. There's even less sense of being there in this view; it looks basically the same every time. Again, there's no break to read, except what the targeting tool tells you. It doesn't matter, though, Nearly all the putts roll straight into the hole.

How easy is The Skins Game? Far too



The Skins Game doesn't take much skill; once you're in this close to the green, you're practically assured of making every putt.

easy to be fun. I shot a 62 in my first

round, giving the game more of the feel of

an arcade game rather than a simulation.

You might let your children play around

with it as sort of an introduction to golf.

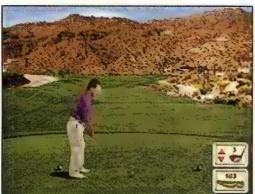
but you'd probably want to move them on

to a qualify golf sim pretty quickly, so they won't be turned off of the sport entirely. The Skins Game has precious few good points, but here goes: This is a Windows game, so you can waste time at work without exiting to DOS. Because of the limited screen redraws, you can get through a round pretty quickly. Sound effects are not bad. The "skins" format might be fun for a party game.

And that's about it.

There's a handful of excellent golf sims on the market, including PGA Tour '96 (reviewed in this issue). Links 386 Pro, and Microsoft Golf. Against that competition, The Skins Game just doesn't make the cut. Even if you don't have the hardware to run one of the newer sims, you'll have more fun with the older versions of the Links or Jack Nicklaus sims than with The Skins Game.

—Lee Buchanan



The controls when teeing off are easy to manage, but even if you hook or slice, you probably won't see the rough.

#### UAWEK FINAL VERDICT

interface, decent sound effects. Limited perspectives; 457

incredibly easy to shoot low scores.

ROTTOM LIME: Unless you demand unrealistic scores from your golf games, don't bother with The Skins Game.

## Are you serious about PC gaming?



# We are.

Subscribe today and get 12 issues with 12 game-packed CD-ROM discs for only \$47.95 – almost 50% off

the newsstand price!

(That's only \$4.00 per issue!)

Only

PC GAMER

brings you:

- Scoops
- Rated
   Reviews
- Eyewitness
- Columns
- Strategy

To order, fill out the form below, or, for faster service, call (800) 706-9500

Vame			
Address			
City, State, ZIP			
Payment Enclosed	sed Bill Me Later		
Payment Method check enclosed	Visa	☐ MC	AmEx
Account Number		Exp Date	
Signature			

\*12 issues Canada \$US 61.95 \*Other foreign \$US 71.95 Please send Canadian and foreign orders prepaid in U.S. funds. Offer expires 3/30/96

## Deploy. Destroy. Enjoy!

Command a single squad or an entire battalion as any Allied or Axis nation — and get ready to rumble! Game play is fun, easy and gorgeous! Explosive SVGA graphics and intense animation help you feel the destruction as buildings burn and tanks explode! All this plus digitized photos of over 200 tanks make STEEL PANTHERS as exciting to watch as it is to play. Add digitized sound effects and this WW II blockbuster will have you running for cover!

To Order: Visit your retailer or call 1-800-601-PLAY with Visa/MasterCard (North America only, please).

On PC DOS CD-ROM for IBM and Compatibles

Screens shown: 256-color SVGA.









A MINDSCAPE® COMPANY

STEEL PANTHERS is a trademark of Strategic Simulations, Inc. © 1995 Strategic Simulations, Inc. All rights reserved.

Category: Hockey Simulation

**Developer:** Electronic Arts

Publisher: Electronic Arts, 1450 Fashion Island Blvd., San Mateo, CA 94404-2064 (415) 571-7171

A major overhaul gives EA's NHL series gorgeous graphics and a great view of the rink.

Required We Recommand

Double-speed CD-ROM drive; 486/66; 8MB RAM: 15MB hard-drive space; 512K SVGA video card with VESA compatible driver

Quad-speed CD-ROM drive; Pentium; 16MB RAM; Supported sound card: Gamepad

A.S.R.P. \$59.95

ake a look at Electronic Arts' other sports offerings in this month's issue - FIFA Soccer '96 and PGA Tour '96 - and you'll see that 1995 is going to go out with a bang for sports fans. Both of those titles have either undergone major revisions to bring us games that are fun to play, but accurate enough to satisfy fans who demand attention to realism.

EA has lavished the same attention on their popular NHL series of hockey simulations, ending up with their finest hockey game to date. NHL '96 sports a brand-new look (dropping the Sega-inspired graphics used in its two predecessors), and has incorporated the Virtual Stadium technology used in FIFA Soccer '96. This technology gives the player a choice of 11 "camera" angles that can put you right in the thick of things with a view of the rink at eye-level (headcam) or give the game a real broadcast-quality feel (press-cam or skybox).

While most of these views aren't very useful for actually playing hockey the puck becomes hard to follow in many of them, players get lost on the edges of the screen - the variety means you'll find more than a couple of views that are

even better than the traditional top-down perspective. As a boon to fans who find it awkward to spend two periods skating downscreen in away games, you even have the option of reversing the perspective so you're always facing the direction you're most comfortable with.

Once you've settled in with your favorite view, you'll find the graphics on the rink itself have changed for the better as well. Players are reflected in the ice, corporate advertisements pepper the boards, and the jersey colors and logos are dead-on accurate. And if your PC has the horsepower to use NHL's high resolution mode, you'll find it's the next best thing to having front row seats at the Garden.

While most of the underlying elements aren't anything new to fans of the previous games - hands-on action, deep statistical data, league management, playoffs and season play - NHL '96 is much more than last year's offering with a



Not only is this view of the ice the best yet, you can reverse the angles so you're always at a home-court advantage.



All of the stats from the NHL are included in NHL '96, and the logical interface makes finding what you want to know a simple affair.







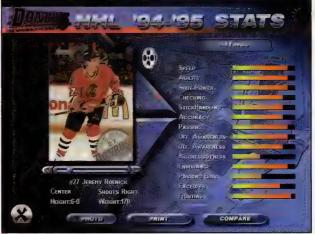
Though it's a controversial move, fighting returns to NHL '96 in a big way. Now you can duke it out against the higgest names in hockey, and maybe tearrange Eric Lindros' face.

#### The fights are back!

ne of the complaints of EA's previous NHL games was the absence of what many feel is an intrinsic part of hockey --- the fights. But it's a little-known fact that it wasn't EA's decision to ban the brawls. The governing body of North American hockey the NHL --- has approval over how it and the teams, players, owners, logos, etc, are represented in any product bearing their endorsement. Since the NHL has been trying to change the public's opinion of hockey as a rough-andtumble sport to one that's a little more wholesome, fights have been carefully removed from products bearing NHL licenses. But thanks to the dogged determination of EA's Canadian design team, you'll find that NHL '96 brings you all the punishing blows you'd expect to see at a real-life game.



Some of the camera angles aren't the best for controlling your players; this skybox view proves a little too unwieldy for accurate offense or defense.



As a bonus to hockey fans, EA teamed up with trading card makers Donruss to include these printable pictures in the player rosters.

pretty facelift. The gameplay against the computer has been carefully massaged into a more realistic representation of hockey, and it's a lot tougher than previous games. Gone are the days when you could skate up to the opposing teams' goal and slap two or three one-timers between the posts each period, or those unbelievable moments when the defending goalie would pump one in for you. None of that happens here.

In NHL '96, it's a rare occurrence if you score above 3 or 4 points in a game, and these are often very hard-won, with the opposing team nipping at your heels the entire way. You end up taking far more shots on goal from the blue-line or center ice, just hoping the law of averages kicks in and lets a puck slip through.

While this new NHL is a much tougher game, the AI for the computer-controlled players on both sides has been improved, giving you better scoring chances by putting your players in the

right places. If you let them do their own thing, the computer controlled defensemen end up guarding the right spots to stop hard drives. And when you're on the offense, the forwards arrange themselves in proper formation for one-timers, or slip into the crease to pick up those ever-important rebound shots. This may sound like a given for a sports simulation, but does anvone remember Brett Hull 95?

If the computer AI is getting a little too tough, and you need a little friendly competition to see you through the day,



The head-cam view is great for checking out the action from a player's perspective, but you'll have a hard time following the puck.

NHL also includes a modem option you can use to dial up your friends for a little head-to-head action. And with the new Gravis GrIP adapter and controllers, you'll be able to get as many as four players into the act on a single PC (two players on each team) for the ultimate in hockey play.

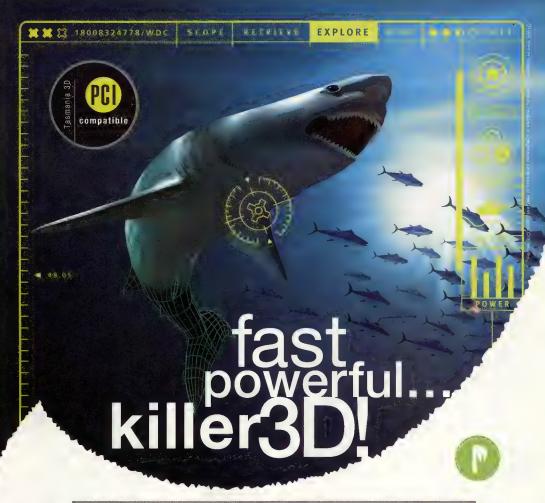
After playing the better part of a season in NHL '96, I have to say that this is, without a doubt, the best hockey title out right now. The graphics are great, the action is fierce, and the depth of the stats are a hockey fan's dream. If you love the sport, this is a definite must-have.

-Todd Vaughn



HIGHS: Knockout graphics, thrilling sound effects, modem options and the best backey 904

LOWS: Some camera angles don't give the optimum view of the rink; steep system requirements. BOTTOM LINE: If you love hockey or sports games in general, be sure and add this one to your collection.



#### HUNGRY FOR ARCADE QUALITY 3D GAMING ON YOUR PC?

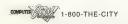
Includes two exciting 3D games free!



It's feeding frenzy time! Paradise introduces Tasmania 3D, the accelerated 3D game board and game combo that has your existing gameplay for lunch. Tasmania 3D supports all RPA-compatible games to deliver the most visually electrifying games you've ever experienced on a PC. Incredibly high resolution, arcade-quality games—we're talking uncharted waters, here.

Craving 3D? Tasmania 3D's advanced 3D acceleration features, like texture mapping, Gouraud shading and Z-buffering, provide high-quality detail and smooth contours for an amazing 3D effect. All without sacrificing performance. Installation's a snap, since everything you need to install the board and game combo is in the box. And with Tasmania 3D's easy integration, you don't have to replace your graphics card. Best of all, Tasmania 3D is backed by the same 5-year warranty covering all Paradise performance products. Set a course for Tasmania at the retailers below and sink your teeth into killer gaming!

Phone:1-800-832-4778 • Internet:http://www.wdc.com/ • DocuFax:714-932-4300

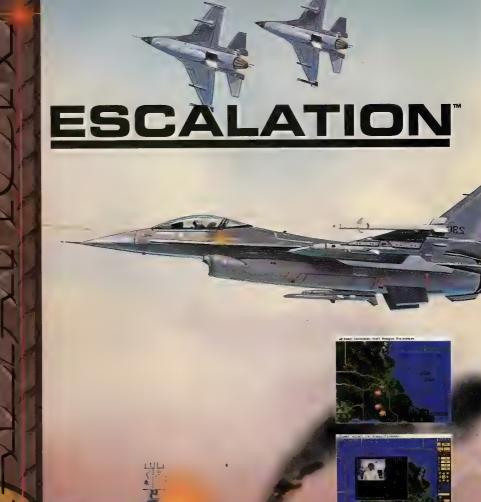












In ESCALATION two leading World Powers engage in an arms race for World Domination. Only one will survive by pushing technology to its limits — and beyond!

Your mission in this multi-player strategy/domination game is to survive. To do so you must control all territories and use your resources to develop the ultimate weapon to conquer and destroy your opponent! Ultimately World Demination will be attained by those who successfully balance between aggressively conquering new territory - and dominantly defending your own.

ESCALATION - pushing technology to its limits . . . and beyond - for World Domination!

For more information visit your local retailer or call 1-800-GAMETEK.

GAMETEK



Escalation is a trademark of WaveQuest, Inc.; @BameTek [FL], Inc. 2999 Northeast 191st Street, Suite 500, Aventura, FL 33180 U.S.

Product Information Number (4)

## Dust: A Tale of the Wired West

Forget about dodging bullets; in the Wired

West, vou're more likely to talk yourself to

death before any shots are fired.

Category: Adventure Game

**Developer:** Dream Factory

Publisher: Cyberflix, Inc. 4 Market Square, Knoxville, TN 37902 (615) 546-7846

Required

#### We Recommend

Double-speed CD-ROM drive; 486/33; 8MB RAM; Windows 3.1 or later; SVGA

Pentium; 16MB RAM; Supported sound card

M.S.R.P: \$49.95

ust takes you back to a mythical time when outlaws ruled small towns, and if you didn't have a six-shooter strapped to your hip, you weren't worth dealing with, much less shooting.

The game opens with an encounter between your character, The Stranger, and a ruthless outlaw known only as The Kid. When The Kid attempts to cheat your character in a card game, you nail his hand to the table with a knife. Naturally, this gets The Kid a little hot under the collar.

Barely escaping The Kid's vengeance that night, you end up wandering the desert with only five dollars to your name, and - most importantly - without a gun. You take control when The Stranger reaches the cozy, if dilapidated, town of Diamondback. It's your job to explore the

town, meet its inhabitants, and, of course,

solve its problems while avoiding death at the hands of The Kid.

You spend most of your time in Dust talking to the people who live in Diamondback, Using branching conversation trees, you wade through your choices, trying to pick the question or statement that best fits the situation. Standard graphic adventure fare, but what's remarkable is that the characters actually remember your previous encounters, and

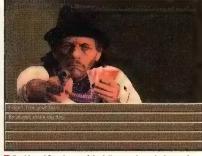
they react accordingly later in the game - even to the point of telling other characters what you've been up to. For example, if you help someone out, later in the game that character's friend may supply you with the information or item you need. In the same situation, insulting one character may estrange you from several others.

To save room for the story and voice recordings, Cyberflix chose to forego fullmotion video footage in favor of still pictures of the characters, animated only around key facial features (smiles, raised evebrows, etc.) and the disembodied arms that occasionally pop up in a parody of body language. This wasn't a terrible decision, since the lack of video means there's room for more important elements, like a deeper story. But Dust still suffers from bad voice acting, which ranges from mediocre to downright awful, making most encounters almost painful.

A point in Dust's favor is the realism of the setting. You can explore the town at your leisure, reading posters on the walls

of buildings, and discovering a complex history behind its origins. Each building is logically placed in the town, and although it is a very small place, there's a lot going on. When you're not talking to them, the townspeople wander around on their own little errands, so you won't find the same character in the same place every time. Cyberflix did a good job of creating a town where you are a visitor, and not the sole reason for the existence of the entire world.

With its simple



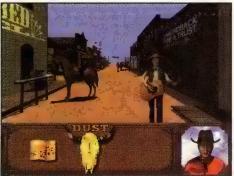
Buckboard Pete is one of the fellers you have the honor of playing poker with. Don't cheat him ... he likes to use his gun.



Miss Oona Canute is the proud owner of the town's only saloon — the Hard Drive.

interface and complex character interaction, this is a fun game for people who enjoy lots of dialogue trees in their adventures, and realistic purposes for finding certain items. But be warned - there's a lot of dialogue, which gives the game a slow and steady pace. If you're looking for something with more immediate gratification, Dust probably won't hold your interest for long.

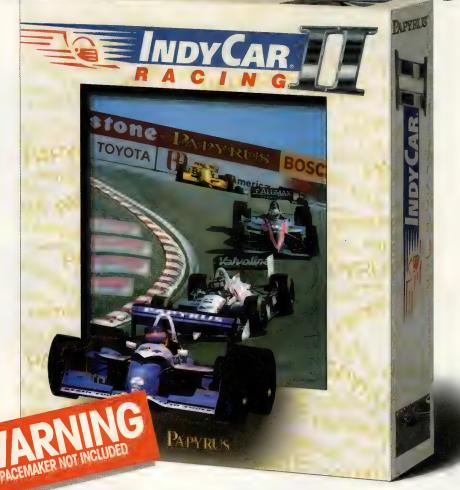
-Michael Wolf



Welcome to Diamondback, It's full of some of the roughest individuals in the West, so you're sure to find plenty to keep you busy.

environment highly intuitive interface. Luts of dia logue trees; slow story line; and bad voice acting. BOTTOM LINE: If you're in the mood for a conversation with your computer, check it out. Otherwise, you'll probably get bored rather quickly

# MIRODUCING



Papyrus brought you the original award winning IndyCar® Racing, and followed with the extraordinary NASCAR® Racing.

If you enjoyed either of these products, you will be amazed at what we have come up with next. Major improvements have been made to IndyCar Racing II; take the challenge of racing top IndyCar drivers in this open wheeled, high performance car that exceed speeds of 200MPH. Featuring innovative, real time, SVGA, 3D texture mapped graphics, and realistic physics models that provide the closest experience possible to driving behind the wheel of a real IndyCar.



Now available for DOS 5.0 or later, Windows '95 and the Power Macintosh! IndyCar Racing II— the only real-life, 3D IndyCar racing simulator— brought to you from the award-winning developers that brought you NASCAR Racing!



Scream down the straight. Crest a hill and your stomach's in your throat. Corner too fast and it's panic. Brake? Gas? Turn the wheel? If you stop to think, you'll lose your lead. Don't worry, you'll learn. But this is a win you earn...

#### Requirements:

#### PC DOS and Windows '95 CD ROM:

Requires: Double speed CD ROM drive, VGA: 486 DX33 MHz or greater, 8MB RAM (Windows '95 requires 12MB RAM), MS-D05 5.0 (or later) or Windows '95, VGA, hard drive with 8MB free. SVGA: 486 66DX2 Mhz or greater, 8 MB RAM (Windows '95 requires 12MB RAM), MS-D05 5.0 (or later) or Windows '95, SVGA, hard drive with 8MB free.

Recommended: Pentium, 16MB RAM, Joystick or Driving Wheel/Pedal combo, and Sound Card (most major sound cards supported).

#### **Power Macintosh CD ROM:**

Requires: Power Macintosh with System 7 or higher.

Recommended: Power Macintosh 7100/80 or greater, 16MB RAM, Joystick or Driving Wheel/Pedal combo.



1 Arsenal Marketplace Watertown, MA 02172 (617)926-0700 Web Page. www.papy.com, Papyrus BBS# (617-576-7472), CompuServe (GO PAPYRUS), AOL (keyword PAPYRUS)

To order: 1-800-836-1802 ext. 72

IndyCar and helmet logo are registered trademarks of the Indianapolis Mctor Speedway Corporation, under exclusive license to Championship Auto Raching Teams, Incorporated. Virgin is a registered trademank of Virgin Enterprises, Ltd. IBM PC screens shown. Actual screens may vary.





by Virgin interactiv Enterta nment, no 1801 Fitch Avenue Irvine, CA 92214 Phone (714) 835-87 Fax (714) 835-8717

Indy/Car Racing II sets new standards for realistic handling. Your car's every move is based on the bank and grade of the trook, the weather, as well as your steering and firrattle inputs, the car's fuel, and more. You go to the garage and make the decisions - the combinations are endless!



Includes 15 officially licensed tracks—Ovals, road courses, and city courses, occurate down to the last detail including, turn radii, benking, and placement of billboards. If you are an original IndyCar Racing owner, you will enjoy even more graphic detail on these newly enhanced tracks.



Enhanced Artificial Intelligence. Computer controlled cars behave with incredible realism, giving you the challenge porallel to driving against real drivers.



Product Information Number 240

## I HAVE NO MOUTH. AND I MUST SCREAM



FIVE DAMNED SOULS: Trapped in the bowels of an insane computer for the past hundred and nine years = Gorrister the suicidal loner = Benny the mutilated brute = Ellen the hysterical phobic = Nimdok the secretive sadist = Ted the cynical paranoid

ONE CHALLENGE: The adventure plunges you into the tortured and hidden past of the five humans - Delve into their darkest fears - Outwit the master computer AM in a game of psychological warfare - Disturbing - Compelling - An adventure you won't easily forget !!!



Summer 1995 For MS-DOS, and Macintosh

23 Mabasas Road, Suite 102, Calabasas, California 91302 Telephone (818) 2



Product Information Number 169

## 3-D Ultra Pinball for Windows

Category: Pinball Simulation

Developer: Sierra

Publisher: Sierra, P.O. Box 3404, Salinas, CA 93912 (800) 757-7707

#### Required

We Recommend

Double-speed CD-ROM drive: 486/33: 8MB RAM: Windows 3.1 or higher: SVGA

486/66; Windows 95: Supported sound card

M.S.R.P. \$39.95

-D Ultra Pinball is Sierra's first foray into the world of computerized pinball since Take a Break Pinball, and it's a surprisingly good one. Unlike 21st Century's Pinball

Illusions or Epic MegaGames' Epic Pinball, Sierra's game isn't a pinball simulation dedicated to reproducing the exacting details of the great coin-op dinosaurs. Instead, 3-D

Ultra Pinball mixes the fun of pinball with some unique features that could only be found in a computer game.

Using themes from their sci-fi strategy game Outpost, Sierra has created three monster tables that take up the entire screen, giving you plenty to look at and shoot at. Instead of a limited playing area with all of the bumpers, targets and chutes aligned along a traditional vertical rectangle, 3-D Ultra Pinball has minitables on either side of the main table (complete with flippers), which give you access to special power-ups, bonuses, and animations.

These animations, which range from explosions to gliders flying around the screen, give Ultra Pinball more bells and whistles than you could ever get on a real-life pinball table. But it's more than just eye-

candy; reach a certain stage or acquire a bonus in the game, and you'll warp to smaller tables that pop up as separate games of their own.

The gameplay itself is a little more forgiving than most computer pinball games, which is both a plus and a minus If you're not the world's biggest pinball freak, you'll enjoy being able to keep a single ball going for more than a few seconds, but if you want realistic ball movement, you'll probably be frustrated by the less-than-accurate physics.



Get into the side tables off of the main table in 3-D Ultra Pinball to enable some of the special animations, bonuses, and power ups.

Overall, 3-D Ultra Pinball is just simple arcade entertainment. You've seen it done many times before, but there's enough new here to make it a cut above most pinball games. You won't need to know anything extra to play it, but the extras it provides are worth looking into. Todd Vaughn

hics; innovative table design gives more bang for

: 3-D Ultra Pinball's physics model may be too forgiving for pinball purists th Littles A fun alternative to traditional pinball simulations, and a great way to spend an afternoon.



## Capitalism

Category: Business Simulation

Developer: Enlight Software:

Publisher: Interactive Magic, P.O. Box 13491, Research Triangle Park, NC 27709 (919) 461-0722

Required

We Recommend

Double-speed CD-ROM drive; 386DX/33; 4MB RAM: SVGA: Mouse 486; 8MB RAM; Supported sound card

M.S.R.P. \$49.95

Il play a computer simulation of just about anything. If it's well done, involved, and the least bit interesting, I'll give it a try. That's led me to jump into sims that might not get a lot of attention. You'll find a few gems that way, like Capitalism, a business simulation from Interactive Magic.

I know, I know. A biz sim?
Fun? Well, don't knock it 'til you've tried it. Capitalism can be fun, and I'm not ashamed to say it. Most folks who've encountered business sims feel like they're stuck in an Intro to Marketing class — and this one's good enough that it could be an excellent teaching tool — but if you're willing to give it a chance, you just might get a kick out of Capitalism.

This sim is deep, multi-faceted, and challenging. There's a bit of a learning curve, especially if you aren't familiar with the economic principles at work. But once you get the hang of it, this sim is a business blast.

Capitalism gives you a wide world of business and industry with which to build your empire. Manufacturing, raw materials production, farming, research



Don't know beans about farming? The handy dandy farmer's guide can help, showing you what to plant and where to plant it. This all-encompassing business sim is good enough to make a convert out of Karl Marx himself.

Until you can produce your own goods to sell at retail, you'll have to buy them. Seaports are a good source for imported products, but you can't count on a steady supply.



There's a wealth of data available about you and your computer-controlled rivals. Use this information to plot your strategy and plot hostile takeovers.

and development, advertising, and retailing are all modeled in depth. You can manufacture your own products and materials, import them, or purchase them from a competitor.

Such a diverse mix of tools gives the players plenty of options for clawing their way to the top. You can concentrate on retailing, farming, or manufacturing, or diversify with any combination of those economic segments. Or you can sit back, light a cigar, and play the stock market, buying and selling your rivals' stock, maybe even finish off the day with a satisfying hostile takeover. You can pursue all these strategies, or only one of them. That flexibility is the beauty of Capitalism.

Your competitors are ruthless, wily, and driven — much like yourself. You can change the competition's ability, of course, and at the highest level, these guys and

gals are tough to beat. They don't waste any time, either. Take a bathroom break without pausing this sim, and they'll rip your lungs out.

There's an interesting range of scenarios to force you to adopt different strategies. Maybe you're out to topple The Beverage King, the guy who controls a monopoly on the beer industry. Or you're a 25-year-old smartaleck with an MBA. bankrolled by the family to build an empire in 10 years. Or you're charged with diversifying the operations of a struggling farm co-op. The scenarios have various objectives and different products, and they require different strategies. The many compo-

nents of Capitalism make these scenarios work. Turn off the stock market, and limit the player to only two or three products, and you've still got an interesting game.

This sim requires some work to get into, but there's an outstanding tutorial to walk you through all the fundamentals. These eight instructional games cover everything from retailing to playing the stock market. After you work through a tutorial, you can continue to play the game, and you'll be playing the same game when you begin the next tutorial. When you've finished all eight tutorials, you're already well into your first career as an entrepreneur.

Capitalism isn't for everyone, it's a fairly sophisticated business simulation, a detailed re-creation of production, marketing and retailing. If that sounds unbearably boring, then you should probably stick to Doom. But if you'd like to try your luck at becoming a business tycoon, here's your chance to find out if you've got what it takes.

-Lee Buchanan



LOWS: Too complex for some gamers, too tedious for others.

**BOTTOM LINE:** If you're the least hit interested in the subject, give this one a try.



T-MEK TM & © 1994 Atan Games Corporation. Licensed to Time Warner Interactive. All rights reserved.

Product Information Number 246

See your local retailer for more information!

# THE MOVE

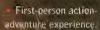
The Game Where *You* are the Endangered Species.



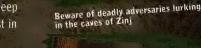
Communicate via satellite using the innovative Travicom workstation

#### CONGO: THE MOVIE™ Descent into Zinj. The adventure begins where the movie left off.

Get ready for this heart-stopping jungle adventure that drops you head-long into the heart of the African Congo. On this all-new expedition, you'll battle mutant adversaries with your high-tech weapons and solve mind-bending puzzles as you search for diamonds hidden deep within the Lost City of Zinj. An experience so real, you'll be lost in the jungle forever!



- Dazzling special effects and cinematic 3D graphics
  - High-action sequences and a multitude of adversaries
- Immerse yourself in over 100 puzzles and 100 locations.





Immerse yourself in stunning 3D graphics



Use futuristic high-tech weapons in your search for the legendary diamonds

For more imbrination call (800) 469-2539 or visit your local software retailer.

Call (800) 771-3772 for information on Game ratings.



Also Coming November '95
on Videocassette

Maria Michigan AV Sagar May All Nights Reserved PEWMEDIA

PC & MAC CO-ROM

## PGA Tour '96

Category: Sports Simulation

**Developer:** Electronic Arts

Publisher: Electronic Arts, 1450 Fashion

Island Blvd., San Mateo, CA 94403-7578 (800) 245-4525

We Recommend

Double-speed CD-ROM: 486/33: 8MB RAM: DOS 5.0 or higher; SVGA; 512K video RAM; MSCDEX 2.21 or

Required

Pentium: 16MB RAM; Supported sound cards

higher; Mouse A.S.R.P. \$59.95

> ou're three shots back with three holes to play. You need three straight birdies to catch Davis Love and force a suddendeath playoff. This is highstakes tournament golf - the big time, And PGA Tour '96 puts you there, playing alongside 14 pros.

It looks like golf, it sounds like golf, and it feels like golf. The sounds are superb, the graphics are sumptuous, and the tournament play is thrilling. You couldn't ask for a finer golf simulation.

This golf sim has been around a while, and it gets better with each new version. New to this version are fly-bys of each hole and a live overhead view. Those are welcome additions, but the real upgrade here is the game's performance and the level of difficulty.

From the first version of PGA Tour. my only serious complaint about this series has been its difficulty, or lack of it. Now, I'm not one of those dedicated players who routinely shoot sub-60 rounds in Links, but after a few rounds in the first two versions of PGA Tour, I was able to consistently ping shots right off the flag stick. None of that here, and I've played



You da man! Instant replay lets you savor your best shots. Most aspects of the game are satisfyingly difficult, but chipping is just too easy.

Electronic Arts' latest version of PGA Tour delivers

the goods to unseat Links 386 Pro.

dozens of rounds. PGA Tour has gone from child's play to a challenging simulation of golf.

There are three skill levels. marked by increasingly faster swings and smaller hitting zones. You can hit the ball with almost unerring accuracy at the easier settings, but the shot distances are much shorter. At the Amateur setting, the hitting zone is fat and the swing moves like molasses. Miss the sweet spot at the Pro level, and you're likely to take a detour into the woods. Accuracy requires precise timing, but that's the way it should be. This time out, PGA Tour Golf feels about right.

Chipping is still too easy, with chip-ins from the rough almost commonplace. But the tee shots are so demanding, you'll gladly take whatever you can get in the short game.

Screen redraws, a real weakness of PGA Tour 486, have been vastly improved in the new version. You still need a Pentium machine to run this game reasonably well, but enough hardware muscle will give you lightning-quick play.

The play-by-play commentary is cleverly done and on target. The announcer, speaking in an appropriately hushed tone, provides the usual commentary and tips on which way the putt will break. Don't listen to him, though, because he's often wrong about the putt. Still, the audio's a nice touch. Other sound effects add a great deal of atmosphere to the game, from the crowd's roars and groans to the sound of the crashing surf at Spyglass Hill.

Any golf sim has to be measured against Links, the reigning - and for a long time, the unchallenged - champion. The last version of PGA closed the gap with Links 386 Pro. For my money, the new generation of PGA has grabbed the lead. Links probably still looks a shade better, but PGA offers so many more features that you'll quickly forget any slight graphics edge. Access is working on the next generation of Links, and they'd be wise to look at PGA as their main competition.

The only thing lacking here is more courses. You get Avenel and Spyglass Hill, and Electronic Arts is promising add-on courses. EA has promised other courses for other versions of the game, but they've seemed too busy upgrading the game to worry about giving players more courses. Here's hoping they follow through with the promise quickly this time.

Avenel has been included on every PGA Tour release, going back to the origi-



PGA Tour '96 is vastly improved from earlier versions. The graphics and perspectives, such as this reverse-angle view, have a definite television flair.



You can tee off against 14 PGA pros. The selection screen provides some comments from the pro, as well as a short video.

nal game. Spyglass Hill is a welcome addition. This simple seaside course is a beauty, and a challenging test of your golfing skills. But those are the only courses.

That's about the only complaint I can muster against PGA Tour '96. We need more courses, and we need 'em fast.

Lee Buchanan

**NAL VERDICT** tacular graphics sound, gameplay Good difficulty levels

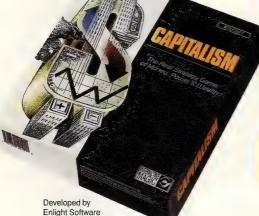
You'll need a Pentium to overcome the slow load times. More courses would be a welcome addition. If you love the game of golf, this is a duffer's delight

## EAPITALISM

#### The Real Strategy Game of Money, Power & Wealth

- The system that made America great and brought down the Berlin Wall gives every individual the opportunity to achieve his very best in life. Now Capitalism, the game, lets you try your hand at building your own empire among the intrigue, the power and the excitement of the modern financial world.
- You're in control ...at least in the beginning. You determine how tough your competition is, how wealthy you are, what's happening in the world. Then, you set the world in motion. Build your assets ...but keep an eye on them, or you'll be the victim of a hostile takeover. Improve your wealth by raising prices ... but don't lose customers or you'll go broke.
- Buy and sell. Profit and loss. Merger and acquisition. Winning and losing. They're all concepts at work in Capitalism. If you like realtime strategy games, you will love the constantly changing dynamic challenges of Capitalism.





PC CD-ROM

Become a success in the competitive world of Capitalism I

To reach us: E-mail - 75162.1202@CompuServe.Com On Line - On CompuServe, GO GAMBPUB (Library 17)



INTERACTIVE MAGIC • PO Box 13491 • Research Triangle Park, NC 27709 • Phone (919) 461-0948

© 1995 Interactive Magic

## Solitaire Deluxe for Windows

Category: Card game
Developer: Interplay

Publisher: Interplay, 17922 Fitch Ave., Irvine, CA 92714 (714) 553-6678

#### Required

We Recommend

CD-ROM drive; 386/33; Windows 3.1; 4MB RAM; Mouse 486/33; 8MB RAM; Supported sound card

M.S.R.P. \$29.95

f the multimedia age is overwhelming you, if the violence in first-person shooters is making you sick, or if the complexity of RPGs and sims is making you think too much, then return to gaming's simpler times with Interplay's Solitaire Deluxe for Windows.

You won't find anything too tough to handle here. Just 24 variations on classic solitaire that let you choose the pace you want. Traditional

sequence-forming games like Klondike (the one solitaire game everybody knows), Upside-down Pyramid, Three Shuffles and a Draw, and Spider; pair-matching games like Pyramid, Take Fourteen, and Monte Carlo; and some fun-yet-strange games like Poker Solitaire, Calculation, and Accordion, are just a handful of the challenges that lie ahead.

The best part of trying all these games on a computer is not having to deal the cards yourself. Dealing out a few cards for Klondike is OK, but when you think of dealing 16 piles of three cards each for Three Shuffles and a Draw, you start to really appreciate the ease of using Solitaire Deluxe.

The only "hard" thing you'll have to do in Solitaire Deluxe is pick the designs for your cards and the playing board. For the cards, you can choose from 18 designs, including a Mayan puzzle design, two decks based on a fireworks theme, and the Interplay logo. For the playing board, you get 12 varied — mostly ugly — choices, and you can even import your own bitmap images.

Solitaire Deluxe will also keep score for you (in either traditional or challenge mode), let you play a tournament of five games picked by the computer or yourself, time your games, and let you play against your friends (that's right, multi-



In Pyramid, you have to clear all the cards away by matching two cards that add up to 13.

player solitaire — there's some irony here somewhere).

You're not going to find any bells and whistles in this program, but then again, it's just solitaire and doesn't really need any dressing up. What more could you want besides a deck of cards, the background of your choice, and an easy-to-use interface? Pick it up just for the fun of it.

PC GAMER FINAL VERDICT

HIGHS: It's an easy-to-use adaptation of the classic card game.

1048-SI you've nover cared for solitaire, there's nothing here

that'll change your mind.

\*\*DEFFORM LAME: If you want to play a whole slew of variations on solitaire, this is for you.

#### IT'S YOUR FIRST DAY ON THE JOB. GET A CLUE.



The body was found bound and gagged. Even your grandmother could tell this was no accident. Welcome to the gripping, ultra-realistic world of SFPD HOMICIDE™ where you're the chief investigator in an actual case from the files of San Francisco homicide detective Frank Falzon.

From collecting evidence to interrogating suspects, it's up to you to uncover the real story and make an arrest. With 40 fascinating characters and 20 Bay Area locations — over 80 minutes of full-motion video in all—SFPD HOMICIDE™ is the most outhentic true-crime mystery ever created. Get it at your local software retailer. Or call 800-285-4534. Sorry, donuts not included.



## The Riddle of Master Ly

Category: Adventure Game

**Developer: Sanctuary Woods** 

Publisher: Sanctuary Woods, 1825 S. Grant Street, San Mateo, CA 94402 (800) 943-3664

In one of the most impressive graphic adventures of the year, you walk a line between fact and fiction

Required

We Recommend

Double-speed CD-ROM: 486/25; 8MB RAM: SVGA: Mouse

486/66; Supported sound card

M.S.R.P.: \$59.95

t's kind of hard to figure out just what makes a good graphic adventure. The plots of successful adventures have varied from the crazed antics of a cartoon rabbit and dog in Sam and Max Hit the Road to the rejuvenation of a magic kingdom in Return to Zork. Graphics are certainly important, but it's easy to see from games like Day of the Tentacle that even realistic visuals aren't necessary to create a hit.

In Sanctuary Woods' newest title, Ripley's Believe it or Not!: The Riddle of Master Lu, the developers have taken a classic pulp-style story. mixed it with some of the smoothest animation to grace the PC, and created a title that is not only entertaining, but has that extra something that makes a game into a classic.

When you hear the name "Ripley," you probably get an image of the Believe it or Not! books, cheap paper backs filled with page after page of vegetables shaped like dead presidents,



The travel office will become your home away from home as you wander around the world trying to recover the Imperial seal.

or men who've discovered they have the rare talent of balancing pianos on their heads.

But Sanctuary Woods may change what you think about the crown prince of the unusual. Playing out more like a new chapter in the life of Indiana Jones. The Riddle of Master Lu is fast-paced cliffhanger from start to finish.

Your story starts in Egypt in the year 1936, with a young Robert Ripley stumbling across the desert sands, trying to evade two thieves who seem ready to promote themselves to murderer status. When the pair finally catch up with Ripley, they are frightened off at the last minute by the sound of a mournful wailing that seems to rise up from an ancient statue.

Content to escape with Ripley's belongings, the thieves leave the battered adventurer to his fate. The idol turns out to be the legendary "speak-

ing" Statue of Memnon, and is the first of many bizarre items you'll encounter in your quest.

After you find your way out of the desert sands, it's time to head back to Ripley's office in New York City. Here too, villains



Many of the exhibits in the Odditorium, like the copper tank, offer up their own bizarre animations.



ROBERT L. RIPLEY The Ripley of The Riddle of Master Lu is young, adventurous, and can keep his cool in just about any

situation. As Ripley, your driving goals are the recovery of the Imperial Seal, the collection of strange and unusual objects for the Odditorium Museum, and the safety of your loyal friends - not necessarily in that order. Keep in mind that Ripley is not a particularly physical hero; you'll do better thinking your way out of a problem than trying to force your way out.

MEI CHEN Your somewhat mysterious companion, Mei Chen will accompany you on many of your travels



around the globe. She is beautiful, intelligent, and very useful as a source of information and insight. Keep her nearby whenever possible.

Your most trusted business associate, Feng Li would rather die than let anything harm the oddities in the museum. Although he's not the most useful person in the world for clues, he will keep your business running smoothly in your absence, and will take care of the bothersome details involved in building new exhibits.

have been at work. The game's challenges begin as you (Ripley) and your faithful female companion, Mei Chen, find your place of business ransacked. One of your partners is tied to a chair facing a highly poisonous cobra left behind by your unwanted visitors.

Survive this first puzzle, and you'll learn that the thieves were looking for the key to one of the world's greatest treasure troves, the tomb of the first Emperor of China. One of the items in the tomb, the Imperial Seal of the First Emperor, is said to give its owner almost limitless power. In order to keep this valuable relic out of the hands of killers and thugs, you must once again journey to the Orient and face the multitudes of dangers that await you there.

So far, the story is pretty much



When you first enter your office, you find your partner trapped by a giant venomous snake. Move quickly, or you may lose more than just an exhibit.



This blank spot in Ripley's Odditorium Museum is just waiting for the next big crowd-pleasing artifact... it's time for Ripley to hit the road and find that intriguing attraction!

the same in basic theory as any of a thousand different adventure games: a bad man gets powerful thing and wants to rule the world, and only you have what it takes to get it back. What sets Riddle apart is its incredible attention to detail, using as much fact as possible in its story-telling, while adding enough fantasy to keep the game intriguing.

The first things you'll notice are the amazing locations that Ripley visits throughout the game. Although in many cases the names have been changed to protect the innocent, you get a Ripley's-eye view of Asia in the 1930s, from the severed heads of thieves in Peping to the frightening standing stones of Easter Island.

Graphic detail is phenomenal throughout, representing both the strange and the commonplace with striking clarity.



Looking at items in your inventory will bring up a highly detailed graphic, so you can get a better idea of what you're carrying. This cash will only take you so far.



The Hall of Classics obviously has something you need within, but this old fellow won't let you inside.

Another thing that makes Riddle's unbelievable tale so addicting and lifelike is the intrusion of the everyday onto your journeys. Even though the famed adventurer always has time for a mission as important as this one, it's still of paramount importance that you manage to stay afloat on the business side as well. As the proprietor of a museum called the Odditorium, you must find as many strange and unusual objects as possible on your worldwide wanderings. If you don't send enough back home, the museum will go under, and so will the bankroll that allows you the luxury of further globetrotting.

This dependency on the bizarre can be a severe drawback at sometimes. adding an entirely new twist to an already difficult problem. When Ripley finds his partner about to be bitten by that cobra early in the game, you must



This old lady has something you need. If only you had something in common with her....

figure out a way to capture the reptile without harming it, or you risk losing one of your biggest attractions.

Perhaps the most impressive thing about Riddle is how well it manages to combine full-motion video and digitized actors in such a playable game. Several key scenes are played out with full motion video that's some of the best I've seen in a game, and each of the animated characters moves around the screen without a hint of jerking or flicker.

The soundtrack is equally pleasing to the senses, adding to the realistic feel of the adventure with period music that never really gets old or noticeably repetitive.

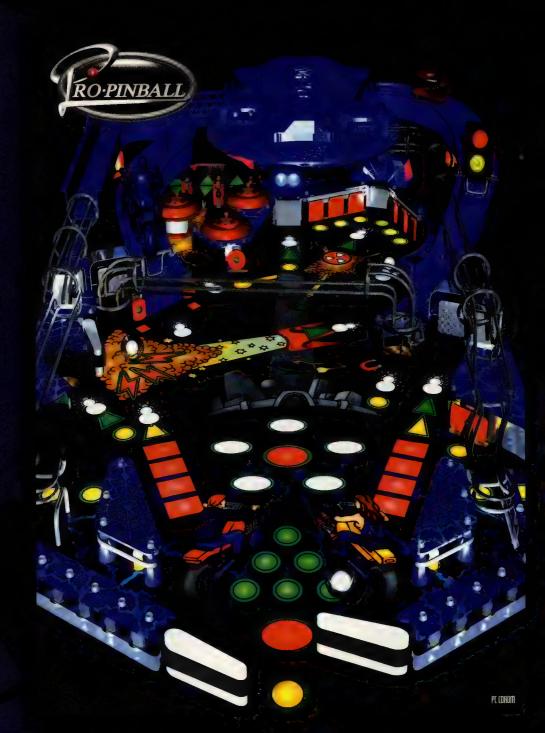
In the end, Riddle may not offer enough variation from the common themes of graphic adventuring to bring over players who have traditionally avoided the genre, but fans of the point-and-click classics will find this game well worth its shelf price. By

pulling the best features out of games that have come before and adding a few new twists all their own, Sanctuary Woods may just have stumbled on the secret formula for successful gaming ... Believe it or Not!

-Trent C. Ward



tures, you'll find your heart's desire here.



# OFFIAL REALLING

Forget Virtual. You're looking at Pro-Pinball, the most up-to-the-minute, realistic computer pinball game there is. Realistic flippers, realistic ramps, loops, orbits, targets, sink holes, lights - and of course, realistic balls.

Mould-breaking, state-of-the-art Silicon Graphics technology brings you multiple viewing angles plus a super-high resolution of up to 1024 x 768 running at 60 frames per second. (Tech-speak for the best graphics in a game ever.)

Scrolling? With Pro-Pinball, it's history. You see ALL of the action ALL of the time-pretty handy when you're playing six balls simultaneously, all shooting around the table just as nature intended.

And with twenty great soundtracks, interactive speech, genuine mechanical sound effects plus a host of play modes and hidden features, the reality is this:

Pinball novices will be just as spellbound as pinball wizards.

EMPIRE INTERACTIVE, 19220 WISTERIA DRIVE, BAY N-2, GERMANTOWN, MD 20874, TEL 301 916 9392. FAX: 301 916 0437

THE YEAR 2055 UNCOVER SECRÉTS OF THE USP. DISCOVERIES THAT MAY CHANGE THE COURSE OF MANKIND OR END ITS EXISTANCE







"It's efforts like these that will establish a new 32 bit gaming paradigm."

-Next Generation

LY VANIS















# Empire II: The Art of War

Category: Wargame

Developer: White Wolf Productions, Inc.

Publisher: New World Computing, P.O. Box 4302, Hollywood, CA 90078 (818) 899-5650

card

Required

We Recommend

CD-ROM drive: 386: 4MB RAM; SVGA; Mouse

486: 8MB RAM: Supported sound edge, nobody's ever had scenarios with Blenheim, Arbela or

ASRP \$49.95

> hate having to write this review. Nobody was a more rabid fan of the original Empire than I was. It stayed on my hard drive for five years. I never got tired of it, and I spent so much company time playing it that I was eventually reprimanded by my supervisor.

But, to paraphrase the Oldsmobile commercial, "This is not your father's Empire." It isn't even Empire at all. But you've got to sympathize with the creators of the brilliant original, Mark Baldwin and Bob Rakosky: they had this terrific name-recognition, but they'd already milked that cow for all it was worth in Empire Deluxe (a sequel which, despite its graphic improvements and added features, lacked the bewitching, cutthroat intensity of the original).

So they've tried to have it both ways, capitalizing on the Empire legend, but using a subtitle in an attempt to indicate that this is not a new version of the addictive classic. You bet it isn't.

Empire 2: The Art of War is really two programs in the same box. The first consists of a set of preset battle scenarios you can jump right into and play. There is great variety here (and to the best of my knowl-Lepanto before), ranging from neolithic headbashing to Buck Rogers sci-fi scenarios. Some of these are loads of fun.

what a disappointment.

But too many of them, alas, are dogs. Take the Battle of Antietam, for instance — the single bloodiest day of the Civil War, and it plays out in ten turns. The time-scale is grotesque. You cannot begin to suggest the scope, complexity, or ferocity of this battle in ten lousy turns. A cloud of lethargy,

dense as cannon smoke, hangs over this scenario (ditto for Shiloh, by the way).

The lumpy time-scale also makes it impossible for you to rally demoralized troops - vou either leave them on the field until they're wiped out, or they rout headlong to the rear. You cannot pull them out of line for a while, give them a breather and a pep-talk, then send them back into battle.

I can hear the arguments now: "But, Herr Trotter, the heart and soul of Empire 2 is in its scenario builder, not in those tossed-off preset battles.

Granted. There has probably never been a more detailed, more flexible, and more powerful scenario builder published in a commercial product. If you can figure out how it works, that is.

The manual desperately needs a tutorial for this aspect of the program, but there isn't one - just page after page of opaque, jargon-laden prose as dense and graceless as those awful old SSI manuals from the 1980s (and the lack of an index just makes matters worse).



...or you can use the random map generator with its generalized parameters — it really does a good job, and can save you hours.



Well, here it is: one of the most eagerly

awaited wargames in recent years - and

The Battle of Arbela, in 331 B.C., makes an interesting stand-alone game, and one that nobody's ever done before for the PC.



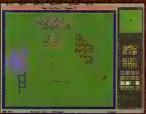
There are two ways to have battles: "sequential" (one side makes all its moves, then the other side goes) or "parallel" (both sides issue orders, then watch what happens); the former is easier, the latter more realistic.

Let me put it another way: it took me three whole days of blundering around and back-tracking to actually construct a playable scenario - and I am not without experience in these matters, friends.

Let me put it yet another way: I predict that the only consumers who'll be comfortable with this program who'll even be able to decipher it - are, a) people with actual hands-on professional experience designing wargames (a mighty small market indeed!), or, b) control-freaks with unlimited amounts of free time to waste.

I want to be absolutely fair about this, even if I sound contradictory: Baldwin and Rakosky have designed what may well be the ultimate wargame construction set. Everything that goes into the most elaborate PC wargame is





Using a basic, but thoroughly adequate, paint program, you can create your own maps, of near-infinite variety.



For a novel naval scenario, try the Battle of Lepanto, 1571. Spotted but unidentified units are shown as blank, generic symbols.

under your control. And yet I reacted to it as I do to a performance of Bach's The Art of the Fugue - I am awed by the technical mastery, but left utterly cold by the music.

Maps are sizable, paintable, or randomly generated within user-specified parameters. Every era of military technology is available. Unit icons can be selected from the large library provided, imported from elsewhere, or custom-designed down to the pixel.

Everything that is subject to modification can be modified: sighting range, combat effectiveness, entrenchment factors, movement rates, ranged fire distance, morale break-points, amount and timing of reinforcements or replacements, terrain effects -there's even a library of sound-effects, so if you don't like one kind of explosion, you can load another.

Some readers are by now saying to themselves: "General Trotter's full of it - this sounds like construction-set



There's a large library of icons, including some very bizarre and whimsical ones, that you can use to give a personalized look to vour scenarios.

heaven!" I'm braced for an online flaming, but the only reply I can make is this: if you want that kind of microcontrol, and if you're either experienced enough in programming or patient enough to wade through the morass of thick, gray verbiage that comprises the manual, bully for you. Enjoy

I had no problem creating and saving maps loved doing that with the old Empire, and it's even more fun with these spiffy SVGA graphics.

The game's "Technology Editor," however, is poorly explained and initially baffling. After hours of fooling around, I finally figured it out, then spent another three or four hours designing the technology for a new scenario.

When I finally built and saved a full-fledged scenario and tried to play it, it crashed on the second turn. At this point, Trotter's Rule of Diminishing Returns

Another successful scenario is the Duke of Marlborough's triumph at Blenheim, August 13, 1704 — another PC gaming first.

#### SPECIFICITY CITY

If you've read the review, you already know hether or not the scenario builder is something you want to immerse yourself in. If you do, here's a partial list of some of its user-modifiable features, quoted, more or less verbatim, from the manual, just to whet your appetites:

MAX R.F. STRENGTH Defines the maximum value allowable for a

unit's ranged firepower. Used to calculate the amount of damage inflicted when ranged fire hits a target; variable according to target's terrain, defensive posture, and resistance to R.F.

TERRAIN MOD

Allows you to define modifiers for ranged fire calculations based on the terrain type the target's sitting on.

MORALE BREAK POINT Provides base value used for determining whether or not a unit becomes "demoralized." "Combat Variance" is factored in, too, yielding a formula of: Break Point +/-Variance percent.

SPEED VALUE, MOVEMENT SPEED

Determine number of movement points allocated to a unit at start of a turn. This value only applies to units in Standard or Entrenched modes. The speed for units in Transit Mode is specified in the Unit Transit Characteristics Window, and are the points upon which the costs of moving (and performing ranged fire and combat) are based. Values can range from 0 to 100.

kicked in, and I said "Forget it."

For me, the simpler, foolproof custom scenario-builders in the original Empire games were just fine, thank you. They kept the game fresh for years and years. My patience with Empire II, however, was exhausted after three days. My problem, or the game's? At this point, I don't much care.

I did go back and play all the ready-made scenarios - enjoying some, disliking most - and now, dear readers, I've discharged my duty as a reviewer. Empire II goes back in its box, where it is likely to stay.

As I said at the beginning, I really hated having to write this review ..

-William R. Trotter

The most erful, flexible, wargame construction set ever published.

Some preset scenarios are pathetic; scenario builder is staggeringly complex and wretchedly explained.

One of the biggest disappointments in years.

# The Charge is homicide. Proving it will be Murder. TY HALI

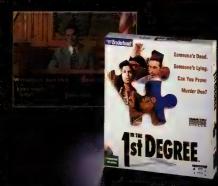
#### You are the prosecutor on a shocking murder case.

Some artists die for their art. James Tobin killed...
or did he? As San Francisco's D.A., you must prove he
did, in what has become the most sensational murder case to hit the Bay Area

did, in what has become the most sensational murder case to hit the Bay Area in years. Every reluctant witness and shred of evidence is required to paint a homicidal portrait as chilling and surreal as one of Tobin's own paintings. Gall your first witness, Counselor. Can you prove murder... In Fine 1st Degree?

Available for Windows® and Macintosh® on CD-ROM at your local retailer. Or call Brøderbund Software-Direct at 1.800-521-6263. Refer to code 713.

In The 1st Degree is a trademist of Brothstord Software, br. CCconflict 1995. All rights reserved. Brothstand is a registered trademist. Or Brødebund Software. Inc. All after company/goods: Ingree size trademists or registered trademists and trademists.





Thuq5,

Roll







TERMINATOR FUTURE SHOCK



Interactive demos are available at your local retailer or downloadable at Website: http://www.bethsoft.com • BBS: 301 990-7552



Product Information Number 99

Dagger's Rage

ategory: Arcade

Developer: Microforum

Publisher: Microforum, 1 Woodborough Ave., Toronto, Canada M6M 5A1 (800) 465-2323

Required

We Recommend

Double-Speed CD-ROM drive: 486/50: 8MB RAM, Windows 3.1 or later; Local-bus Super VGA: Sound Blaster or compatible sound card

Pentium: 16MB RAM: Joystick: Windows 95

M.S.R.P. \$49.95

fter playing Dagger's Rage, I was filled with an uncomfortable sense of deia vu. Memories of Privateer's mercenary-pilot story line and Raptor's arcade-style combat came to mind - and unfortunately, these thoughts had me wishing I was playing either of those games instead of DR.

Dagger's Rage is sort of a mix of Privateer and Raptor, but it seems that nobody bothered to check which parts were thrown into the mix. The plot of Dagger's Rage isn't bad - it just basically hits you in the face with its overblown gusto when you first load the game. It seems that you are Dagger, the hottest fighter pilot in the universe. Under the command of General Grant, you ended the recent war with the evil Vek Empire. Now Grant runs a mercenary guild, and things aren't what they seem. Grant has called you out of retirement to work for him undercover because (as the intro tells you repeatedly) he needs a man he can trust.

So much for the plot. Once you've managed to wade through all the bravado and chest-pounding, you'll be treated to a lackluster arcade game that just doesn't try hard enough.

The actual gameplay of Dagger's Rage tries to incorporate the fast handeye coordination action of arcade shooters like Raptor and Tyrian into a somewhat strategic model that challenges you to do more than simply fly around picking fights. Problem is, while the shooting action is reasonably entertaining, the strategic elements are irritating and never seem to work the way they're supposed to. You're penalized for retreating even when it's the only smart thing to do, and the interplanetary navigation system is a joke that looks more like a

Ouija board than a space fighter's system. If you want to veg out and fly around



The combat in Dagger's Rage is impressive enough, but the strategic elements leave a lot to be desired.

blasting bad guys - and if you're in a forgiving mood - Dagger's Rage might be worth checking out. But if you're in the market for a shooter that stands out from the crowd, you'll want to keep looking.

-Ĵohn Robertson

INAL VERDIC

Excellent graphics; more than iust an arcade game.

LOWS: Action is repetitive and simple; strategic elements are frustrating, clunky interface.

TTOM LINE: It's all been done --- and done better — many times before. Only worth a look if you're lited of playing Raptor or Tyrian.

★ One of the world's largest CD-ROM distributors ★ Large selection of CD-ROM drives

Orders only: (800) 346-CDCD Information: (317) 726-0022

101 Best Games 2 cade Pool an 2600 Collection ach Stack Attach Stack
Jaidies 34
Jatile Bugs 23
Jatile Bugs 23
Jetrayal at Krondor 29
Jack Thome
Jlockbuster Movie Guide 18
Jood Bowl 31
Jue Force 10
Jarandead 13

Bureau 10 Campaign Casino Companion Celebrity Poker Chaos Control Command and Conquer Corridor 7 Corndor 7
Creature Shock
Crime Collection
Crime Patrol
Critical Path
Crystal Caliburn Pinball ber Judas Cyclones
Daggers Rage
Dark Forces
Dark Legions
Darkseed
Dawnpatrol Deathgate Deathstar Arcade Battles Delta V DiscWorld Deathsiar Arcade Battles 9
Delfa W 25
Diso W 35
Diso W 36
Diso W 22
Dom 2 Maria 15
Doom Companion 10
Dom Heaven 2 10
Dracula Unleashd 25
Dragon Lore 17
Drug Wars 27
Drug Wars 27
Dune 16
Dungson Master 2 4
Early Learning Collection 10 Mission 9

F15 Strike Eagle 3 Flight Unlimited Gone Fishin Harvester High Octane Humans 1 and 2 Indy Car Racing Jeopardy Kids on Site Kings Quest Anthology

Lucas Arte Archives
Lunicus
Machiavelii
Machiavelii
Mad Dog Macree 1 (or 2)
Marco Polo
Marco Polo
Martial Arts
Master of Magio
Master of Magio
Master of Magio
Master of Magio
Maga 10 Pack
Mega Pak 3
Megarace
Menzoberranzan
Metal Tech Battle Drone
Mile High Club **Hundreds of other titles in stock!** Call for our FREE catalog!

 Business • Children's • Educational • Geography
 Graphics/Animation • Health • History • Hobbies · Home and Family · Literature · Military · Nature · Reference · Religious · Sound · Space · & More!

lission 9 IS Flight Simulator Lawn Mower Man
Legend of Kyrandia
Lelsure Suit Larry VI
Lemmings Chronicles
Links Golf Classic
Links Solid Gold
Lode Runner
Lords of the Realm
Lucas Arts Archives
Links

Ask about our bundled specials

Call today for your free catalog

Psycotron Quantum Gate Radioactive Raven Loft

enegade etribution Return to Zork
Return to Zork
Reunion
Rengworld
Rise of the Robots
Rise of Triad
Robot City
Seawolf Seawolf Sesame Street 1 2 3 Seventh Guest Shadowcaster

n City CD Collection 36 46 54 15 47 26 39 Trek Omnipedia Wars Chess keep ers 2050 plus The Daedalus Encounter
The Scroll 

Specializing in service,

value, and customer

satisfaction



5348 N. Tacoma Ave. • Indianapolis, IN 46220 • E-mail: getinfo@cdroms.com • Fax (317) 726-0393 • Orders 1-800-346-CDCD

THE MOST CELEBRATED STRATEGY GAME IN HISTORY GOES ON-LINE.
INTRODUCING SID MEIER'S CIVNET.



### CIVILIZATION HAS COME TO THE INTERNET.

Experience the best-selling Sid Meier's Civilization as a multiplayer Windows game! With Sid Meier's CIVNET™ play on-line via the Internet, over a local network or go head-to-head by modem. Build the Pyramids and the Great Wall. Conquer Earth or an undiscovered planet. Play history's greatest leaders and your friends – in any combination, up to seven players at once! Broadcast messages simultaneously to your opponents. Become allies with some. Taunt others. You decide. Because once you get your hands on Sid Meier's CIVNET™, Civilization will never be the same.



For IBM°-PC & Compatibles on CD-ROM. 1-800-879-PLAY.

http://www.microprose.com

# In the First Degree

Category: Interactive Movie

Developer: Adair & Armstrong

Publisher: Broderbund, 500 Redwood Blvd., Novato, CA 94948 (800) 521-6263

Required

We Recommend

Double-speed CD-ROM drive: 486SX/25: 4MB RAM: SVGA: 4MB hard-drive space

Quad-speed CD-ROM drive: Pentium: 8MB RAM: Supported sound card

M.S.R.P. \$59.95

> f the real-life courtroom dramas that have held the nation's attention in recent years have piqued your interest in America's judicial system, In the First Degree is worth a look. Starting with a bloody murder, a prominent defendant, hotshot lawyers, and intense media coverage, you'll jump head-first into the ins and outs of legal strategy.

You play a San Francisco district attorney who must win a conviction for murder in the first degree. The defendant, an upscale artist named James Tobin, is accused of murdering his business partner, an art gallery owner named Zachary Barnes. Tobin claims it was self-defense: Barnes' wife says no way - it was cold-blooded murder. Things start to get complicated when rumors sur face about Tobin's girlfriend sleeping with Barnes. You also find out about a suspicious theft that took place at the art gallery a week before the murder. On top of all that, you're getting political heat because Barnes' wife works for the mayor. What to do first?

in a big-time murder trial.

Well, once you sit through a couple of quality video sequences that introduce this complicated story, you settle into your office to hash it all out. You have access to video files of the

police interviews with the witnesses, you can look through a file containing pertinent photos and documents, and you can interview the witnesses yourself. It's important to examine everything thoroughly and try to get a handle on all the

evidence, so there are no unwanted surprises when the trial begins.

While the introduction and gameplay video is first-rate, the game gets a little frustrating when you're questioning people. Since the entire game consists of video clips, you're stuck waiting for these clips to load. Then you interrogate the witnesses in the standard graphic-adventure manner - you select and ask a guestion based on a limited number of choices. You choose from general topics rather than specific questions, but In the First Degree lets you hear the question your on-screen persona will pose before you commit to a choice. It's good to be able to think before you speak, so you don't stick your foot in your mouth.

However, the limited number of

questions may leave you unsatisfied. Sometimes you can ask only three questions, and then you're finished with the witness - whether you want to be or not. Of course, if you're asking the questions in the correct order, you'll find out exactly what you need to know, but it's a real pain trying to figure out which questions to ask when.

Once you're done investigating, you go to trial. It's pretty intriguing to decide which witness to call next and what you should or should not say in court. You



Can't get enough of courtroom dramas?

Well, here's your chance to be a big-time D.A.

It's the big moment! Tobin and his smug attorney rise to hear the verdict. If you've played your cards right, you'll hear a verdict of murder in the first degree.

keep track of your progress by watching the local news, which analyzes your every move (just like in real life). If you've done a particularly poor job, Tobin's attorney will ask that the case be dismissed for lack of evidence, and the judge will comply.

Then it's back to the beginning, where you try to not to repeat your mistakes. You may play through the whole thing one or two more times in your quest for the winning strategy, but you'll probably start to get sick of seeing those same video clips. You won't discover anything new, and there are no new witnesses to be found. The save-game feature does let you try out different lines of questioning without restarting, but sometimes you're not sure where you've screwed up, so winning is basically a matter of trial and error. And once you've won your case, that's it. There's no replay value whatsoever.

But while there are a few faults to In the First Degree, it's well worth spending some time with. Once you become wrapped up in winning your case, you'll forgive the flaws and enjoy the drama of the story and the thoughtful way you'll have to plan your case. It's the perfect thing for Perry Mason wannabes and a good game, to boot.

-Lisa M. Howie

ONE WITH WITHESS

When Tobin's girlfriend, Ruby, takes the stand, she admits she had an affair with Tobin's business partner, Barnes. It's your job to convince the jury that the affair was reason enough for murder.

#### HENS: A great idea; quality video segments; good act ing and story line. LOWS: It would be more fun if there were other cases; slow access times; excessive sit-and-watch segments. EXOTYTOW LIVE: A quality game. If you don't mind lots of video clips and some repetition, you'll like it.





### TEDDA NOWA FIRKE FORCE CENIAURIN



A Looking Glass Technologies Production



@1995 Looking Glass Technologies, Mtc., Cambridge MA. Terra Nova, Looking Glass and the distinctive logos are trademarks of Looking Glass Technologies, Inc. All rights reserved.

# Steel Panthers

Category: Wargame

Developer: Gary Grigsby, SSI Special **Projects Group** 

Publisher: SSI, 675 Almanor Ave., Suite 201, Sunnyvale, CA 94086-2901 (408) 737-6800

Required

We Recommend

Double-speed Pentium; Supported CD-ROM drive; sound card 486/33; 8MB RAM; 6MB hard-drive

M.S.R.P.: \$39.95

space; SVGA:

Mouse

everal years ago, in the course of reviewing Gary Grigsby's War in the East, it occurred to me that he might well be the Tolstoy of wargaming. Like the Russian master, Grigsby can capture the epic sweep of a campaign, working on a huge gaming canvas, yet he also has a keen instinct for zooming in on the potent detail that helps illuminate and vivify the whole.

Of the approximately two dozen computer games Grigsby has designed, the majority were done in association with Strategic Simulations. Some highlights are Kampfgruppe (1985), the avatar of all Eastern Front games; Second Front (1990), the first socalled "monster game" for the PC; and Pacific War (1992), still the most ambitious wargame ever published.

The price of admission to these SSI classics was learning how to navigate the "Grigsbyian Interface," a thing of wondrous complexity, and positively Zèn-like impenetrability. During the late-1980s, when wargaming was dominated by the Real-Men-Don't-Need-Tutorials attitude of the hardcore grognards, being able to handle a Grigsby interface was one of the things that separated the serious wargamer from the amateur, the men from the boys.

After the rousing cross-over success of Panzer General, however, SSI

#### TACTICAL

It's fine to use the "auto-rally" function, since, in the heat of battle, you may overlook some units that need rallying. But if you're planning to shoot with a suppressed unit, hit the manual "rally icon first — you may reduce suppression enough to receive an extra shot for that turn.

Despite some design teething pains, Steel Panthers emerges

as a strong and beautiful war game.

naturally wanted to keep on publishing wargames with the broadest possible commercial appeal. Grigsby, just as naturally, wanted to continue designing games as detailed, realistic, and historically authentic as his previous works.

It's no secret in the gaming industry (hell, nothing is a secret for longer than 24 hours...) that this clash of wills and philosophies generated some behind-the-scenes tension during the development of Steel Panthers. Obviously, the

finished game represents, to some extent, a compromise design.

But it's an uncommonly successful one, updating many of Grigsby's classic tactical concepts, incorporating plenty of authentic detail, clad in state-of-the-art graphics, and governed by a clean, friendly interface.

Steel Panthers is a tactical-level game, depicted from a top-down view, in which each turn represents two minutes of real time. There are 60 pre-loaded scenarios, eight campaigns (including a fascinating World War three might-have-been. fought between the Russians and the Americans in 1945-1946), a

random battle generator, and a game editor that allows you to custom-build scenarios from the ground up.

Borrowing a concept from Panzer General, the player "buys" 24 core units which grow in experience and effectiveness as their battlefield savvv increases - and another two-dozen or so support units, including a gratifying array of tactical aircraft, each carefully modeled on its historic counterpart, that are available only on



The battle of Suomussalmi, in which Finnish ski-troops slaughtered 27,000 Russian invaders (at a cost of only 900 of their own) makes a good tutorial scenario.



Smoke, fire, explosions, and wrecked vehicles — few, if any, PC games do a better job of depicting the violence of the battlefield.

a one-battle-at-a-time basis.

Movement and targeting are simple mouse-click functions. Right-click anywhere near the selected unit, and you can see its entire line-of-sight capability. Right-click on a designated unit, and you can instantly check its morale, ammo supply, and quality of leadership.

Each squad, vehicle or weapon has a specific leader, and each leader is graded according to his ability to rally, to accurately spot for artillery fire, etc. Morale is a key factor in these battles: as the manual laconically puts it, "nobody likes to get shot at." Units under fire, ambushed, surrounded, or pinned down suffer varying degrees of suppression — beyond a certain point, they will break and run or simply hunker down and refuse either to move or return fire.

If there's one thing tricky about the combat system, it's learning how to master artillery support. Barrages called in by a unit that has no line-of-sight to the target will be, at best, hit or miss affairs. Likewise, fire called in by a unit whose leader has a high artillery rating will be significantly more accurate than those called in by whoever's handy. There's a realistic time-lag built in, too, representing the delay between a battery receiving a fire mission and the time required to change the settings on the guns - in other words, you must learn to anticipate where the enemy will be in two turns, rather than where he is now.

How does all this look on the screen? In a word, *intense*. The graphics are superb, from the landscape details to the mortar tubes and their tiny crews. Mortar rounds kick up quick, jabbing puffs of dirt; heavier shells shatter buildings, crater the ground, sometimes start brush fires; smoke screens curl and drift realistically; small arms' fire hitting an armored vehicle creates a

#### TACTICAL TIP

Engineers are useful because they carry flamethrowers and statchel charges, and they can clear minefletls. But because the time scale of the games is only a hall-hour or so, they cannot huild bridges. To cross large rivers, you'll need to buy barge units. Small creeks are usually fordable by infantry and light machine guns, but anything heavier needs to be transported across by halltrack. I tost a couple of battles by neglecting to take that into account.



Air support is not available in all scenarios, but it's great fun to watch when a mission does occur.



Of the 60 individual battles, many have never been PC-gamed before, such as Wake Island.

sparkling lather of tracers.

Equally fine are the myriad sound effects: the "whonk" of mortars firing, the slow bark of BARs contrasting with the ripping bursts of Thompsons, the "clunk" of a dud round, the decisive hammer-clang of an AP shot making a direct hit, the potent timpani-roll of a heavy artillery barrage.

Over and over again, I was impressed with how realistic the behavior of the animated units was — how quickly an ambushed unit routed, how effectively terrain influenced tactics and lethality, how a well-led unit performed so much more steadily, even if it was green, than a unit with mediocre leadership.

These battles have great sweep and momentum, yet each has moments of outstanding drama and detail. I was reminded of those utterly gripping battle-studies by General S.L.A. Marshall, books compiled from painstaking after-battle interviews with surviving participants whose recollections were fresh and sharp. Readers familiar with Gen. Marshall's books will understand that I can pay this game no higher compliment.

Over 200 types of armor are modeled in Steel Panthers, along with 120 weapons and every kind of infantry unit you might want, from engineers to heavy machine gun squads.

The inventory of individual battles is wonderfully varied and permits you to fight some encounters otherwise not covered in wargames, such as Wake Island and Singapore. As for the roll-your-own scenario designs, these offer near-endless possibilities for battles both realistic and bizarre. I had a rollicking good time designing and playing through a Chinese invasion of Finland, to cite one especially strange possibility. (One important note: If you choose anything other than the large install option,



Right-click on a selected unit to display full information about its status and ammo supplies.

you'll need to create your own "SCEN" subdirectory under the "STEEL" directory, or you won't be able to save your scenarios to disk.)

I would judge Steel Panthers to be a perfect "next game" for consumers who've played Panzer General to exhaustion and who hanker for a wargame that offers a bit more realism and battlefield accuracy.

Whatever teething pains the design may have gone through, it has emerged as a strong, beautiful tactical war game: all the detail and realism that are hall-marks of a Grigsby design are present, smoothly wedded to a clean, easy-to-understand interface, all wrapped up with sensational graphics and sound.

-William R. Trotter



LOWS: Inadequate manual (you'll definitely want to print out the READ.ME file!); artillery support system can be a little tricky to master.

**30TTOM LIME:** One of the best tactical level wargames ever designed for the PC.

With all the voices of the TV cast! STEIN THE WAR With all the

## "MAKE IT SO."

Join Captain Picard" and the crew in "A Final Unity," an interactive CD-ROM adventure filled with mystery and danger. Control the U.S.S. Enterprise" as you encounter treacherous alien ships, visit strange new worlds, and travel from the outposts of Federation space and beyondinto the uncharted dangers of a massive nebula.

The unmatched realism of "A Final Unity" is brought to life by characters who speak to you, rich cinematic sequences, Super VGA graphics, and CD-quality sound and music.

Experience hours of entertaining exploration as you unravel secrets from the ancient past in this STAR\*TREK: THE NEXT GENERATION" epic. Take your post and Engage!

### STAR TREK: THE NEXT GENERATION" "A Final Unity."

② and ◎ 1999 Paramount Pictures. All Rights Reserved. STAR TREK: THE NEXT GENERATION is a Registered Trademark of Paramount Pictures. Spectrum HoloByte is an Authorized User. Spectrum HoloByte is a registered trademark of Spectrum HoloByte. Inc. Other trademarks are the property of their respective holders.

Product Information Number 225

"Best Star Treat Game Ever Golden Triad Award Winner Mulinedia Morte Commer cano Review



Tension builds on the bridge as another Red Alert appears imminent.



ling frequencies and prepare for the unexpected.



Alert your Away Team and pick the right combination of talent for each critical mission.



Available for PC and Mac CD-ROM



http://www.holobyte.com

Visit your local retailer or call 24 hours: 1-800-695-GAME (USA and Canada)

### Furu<sup>3</sup>

Category: Arcade action

Developer: Terminal Reality

Publisher: Microsoft, One Microsoft Way, Redmond, WA (206) 882-8080

#### Required

#### We Recommend

Double-speed CD-ROM drive; 486DX/66; 8MB RAM; Windows 95 or DOS 5.0 with Windows 3.1 or later; Local-bus SVGA Pentium; 55MB hard-drive space; 16MB RAM; Mouse; Joystick or gamepad; Windows-compatible sound card

M.S.R.P. \$39.95

t doesn't take a rocket scientist to see that Fury³ is basically the same game as the current action hit, Terminal Velocity. In fact, the only real difference between the two is that Fury³ was designed for optimal performance under the Windows operating system (no surprise, since it bears the Microsoft name) and the result is that Fury³ edges out Terminal Velocity in terms of performance, graphics, and

Microsoft's first action game doesn't break new ground, but who cares when there's so much stuff to destroy?

sound-card compatibility.

Microsoft was careful not to tinker too much with the elements that made Terminal Velocity such a hit. The plots are essentially interchangeable (you're cast as

a futuristic fighter pilot out to end a bloody war between two worlds) but everything else about Fury3 is anything but standard. The texture-mapped terrain graphics are top-notch, easily on a par with those in Magic Carpet or Descent not surprising, since the game runs at 640 x 480 resolution (and you can play within a sizable window if you choose). In addition to zipping along the surface of each planet-blasting ground installations to smithereens with a variety of lasers, missiles, and cannon, you'll also get to take on Bion fighter craft above the clouds, as

well as journey into tunnels chock-full of obstacles, powerups, and enemies.

But most of your time will be spent zipping through the sky in search of ground targets, and Fury<sup>3</sup> offers a full 360



Besides three cockpit views, Fun3 also lets you admire your ship from a chase-plane perspective and an adjustable external view like this one. It's pretty, but hardly the viewpoint to use if you're serious about winning.

### TORINS PASSAGE

A GREAT NEW ADVENTURE FROM SIERRA (WITHOUT "QUEST" ANYWHERE IN THE TITLE!)



EXPLORE THE FIVE NESTED PLANETS OF STRATA. DISCOVER WORLDS WITHIN WORLDS... (ACTUAL GAME SCREENS SHOWN)



MULTI-PLANE SCROLLING, SVGA GRAPHICS, TENS OF THOUSANDS OF CELS OF ANIMATION...



ALL-DIGITAL MUSIC, SOUND EFFECTS, AND DIALOGUE...





It's a good thing Bion fighters regenerate when destroyed, because it's a pretty simple matter to zoom in behind them for an easy kill.

degrees of movement there. The controls are simple and easy to master, and four levels of difficulty mean that even beginners can hop in and enjoy some success in blowing things up — and man, do things blow up good in this game!

While Fury<sup>3</sup> may have the goods in

While Fury<sup>3</sup> may have the goods in the graphics/performance department, the nod goes to Terminal Velocity in one crucial area: modem and network play. Why Microsoft chose not to include what's increasingly considered a key component of new PC games is a mystery.

In terms of gameplay, one nagging problem is the navigation system: The location of all objectives and targets is based on a grid system, but the Satellite Map is an oval, with no grids superim-

posed over it. Since your ship is always in the middle of the map, it's tough to visuualize just where you are in a sector, and initially it can be pretty frustrating to try and return to the location of a particular powerup or tunnel entrance (mission objectives are pretty easy to find, though — just turn your ship until the compass points at 12 o'clock).

Fury<sup>3</sup> is a very good game, but it's so close to Terminal Velocity that players who got their fill with that game probably won't get their money's worth out of this one. But if you haven't played Terminal Velocity, or if you did and have been waiting for a sequel or add-on scenarios, then by all means pick up Fury<sup>3</sup>. If nothing else, it's a truly justifiable excuse to upgrade to Windows 95.

—Steve Poole

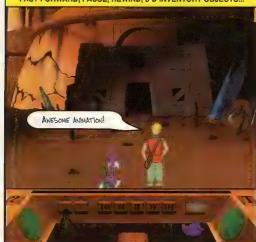
PC GAMER FINAL VERDICT

HIGHS: 3D action fans will love the nonstop flyir and shootin; excellent lerain graphics.

LOWS: High system requirements; gameplay gets old, where s the modern-play option?

POTTOM LINE: This is a first-rate 3D game that proves Microsoft is serious about gaming.

DOZENS OF MIND-BENDING PUZZLES, COOL NEW 3-D INTERFACE, FREE ON-LINE HINTBOOK, POP-UP TELEPROMPTER, FAST FORWARD, PAUSE, REWIND, 3-D INVENTORY OBJECTS...



CREATED BY SOFTWARE'S BEST-SELLING HUMORIST, AL LOWE...









f-14 Torocat, Jet Fighter II, Magafortress, ATAC. Wing Commander Academy, Herses of the 357th

\$28

\$50

\$47

\$26

\$36

\$52

\$40

\$45

\$46

\$48

\$48

\$24

\$46

\$49

\$48

\$46

\$32

\$46

\$48

\$33

\$46

\$47

\$37

\$45

\$40

\$41

\$47

\$38

\$48

\$50

\$52

\$40

\$35

\$39

\$36

\$39

\$44

\$46

\$35

\$38

\$43

\$45

\$46

\$38

\$40

\$48

\$37

\$46

\$49

\$55

\$42

\$29

\$40

\$49

\$40

\$50

\$52

\$42

Fighting Fantasy

First Encounters

Flight Commander 2

Bullfrog Rundle

\$55

\$36

\$43

\$45

\$40

\$49

\$47

\$52

\$40

\$36

\$52

\$35

\$47

\$40

\$42

\$45

\$46

\$44

\$36

\$26

\$29

\$38

\$39

\$46

\$47

\$40

\$35

\$46

\$36

\$26

\$46

\$40

\$43

\$33

\$25

\$38

\$40

\$34



\$38

\$32

\$40

Loadstar





11th Hour: 7th Guest 2
1830
1942: Pacific Air War Gold
1944: Across The Rhine
5th Fleet
Aces Collection
Aces Of The Deep
Aces Of The Deep 2
AD&D: Genie's Curse
AD&D: Gold Box Collection
AD&D: Menzoberranzan
Advanced Civilization
Aegis: Guardian Of The Fleet
Air Havoc Controller
Alien Legacy
Aliens
Allied General

### Why pay

Alone In The Dark 3 Anache Armored Fist Ascendancy Assault Poker • Atari 2600 Action Pack Attack Stack Aztec: Empire Of Blood Baldies Baseball 95 • Battleground Ardenes Battle Isle 2 Battle Isle 2200 Battlecruiser 3000 Battles In Time Betraval At Krondor Beyond Squad Leader Big Red Racing . Bioforge Blackthorne Blake Stone: Planet Strike Brain Dead 13 Breach 3 Brett Hull Hockey

#### Preorder **Price Protection**

Any game you preorder from us he chance of its price changing when it finally arrives. We quar intee you will get our best price. regardless of any previous quote: when you preorder—and remembe 2) ence shipping an awardes

	Bullfrog Bundle
	Burn Cycle
	Caesar 2
	Cannon Fodder
	Celtic Tales: Balor Evil Eye
	Chaos Engine
	Civil War: 1861-1865
	Civilization Network
	Colonization
	Command Aces Of The Deep •
	Command And Conquer
	Command HQ 2
	Commander Blood
	Conqueror AD 1086
	Creature Shock
	Crusader No Remorse
	Cyber Heist •
	Cyberia
	Cyberia 2
	Cyberjudas
	Cybermage: Darklight Awakening
	Cyberwar
	Cyclemania
	Cyclones
	D Day America Invades
	D Day Operation Overlord
	Daedalus Encounter
	Dark Eye
	Dark Forces
	Dark Sun: Shattered Lands
	Dark Sun: Wake Of The Ravager
	Dawn Patrol
	Death Gate
	Descent
	Discworld
	Dominus Dominus
	Doom 2: Hell On Earth
	Dracula Unleashed
	Dragon Lore
	Dragon's Lair 2
	Druids: Daemon Of Mind
	Duke Nuke Em
	Dungeon Keeper
	Dungeon Master 2
	Dust •
	Earth Siege 2
	Ecstatica
	Elder Scrolls: Arena
	Elder Scrolls: Daggerfall
	Emergency Room
7	Empire 2
	Entembed
	Exploration

Extractors

Fantasy Fest

FIFA Soccer 96

Extreme Pinball

F14 Fleet Defender Gold

Fade To Black

Falcon Gold

Flight Sim Toolkit \$54 Flight Unlimited \$46 Fortress Of Dr. Radiaki \$33 Frankenstein Front Lines Front Page Baseball Front Page Spt Football 96 Full Throttle Fury 3 • FX Fighter G Name Gabriel Knight Gabriel Knight 2: Beast Within Gadnet Gateway 2 Gazzillionaire Gone Ware Gettysburg Gone Fishin' Grandest Fleet Great Naval B3: Fury In Pacific Great Naval Battles 2 Hammer Of The Gods Hand Of Fate Harbinger • Hardball 4 Hardball 5 Harpoon 2 Deluxe Harnoon Classic Harvester Hell on CD-ROM Hell: Cyberpunk Thriller Helicah Heresies Heretic (Hexen) Heroes Of Might And Magic High Seas Trader Hive Indiana Jones: Fate Atlantis Indy Car Racing Compilation Inferna Infinity Machine Gold Iron Assault Iron Helix Jagged Alliance Jet Ski Rage Jetfighter 3 Johnny Mnemonic Journeyman Project Turbo Journeyman 2: Buried Time Kingdom of Far Reaches King's Quest Bundle (1-6) King's Quest 7: Princeless Bride \$51 Klick And Play Lands Lore 2: Guardian Destiny Lands Of Lore: Throne Of Chaos Last Bounty Hunter

Lords Of The Realm \$46 \$40 Lost Admiral 2 \$26 \$48 \$43 \$45 \$44 \$44 \$46 \$48 \$46 \$35 \$14 \$43 \$44 \$41 Lost Eden \$36 Lost Treasures Infocom 1 \$40 Lucas Archives \$41 Lunique \$38 Maabus \$38 Machiavelli The Prince \$36 Madden NEL 96 \$36 Magic Carpet 2: Netherworlds \$47 Magic Carpet Plus \$48 Magic: The Gathering \$30 Marco Polo \$46 Master Of Antares \$25 Master Of Magic \$46 Master Of Orion \$43 Maximum Surge \$29 Mechcommand \$46 Mechwarrior 2 \$36 Mega Man X \$40 Megarace \$43 Metal Lords \$42 Metaltech: Earth Siege \$30 Metaltech: Earth Siege Mission \$46 Microcosm \$39 Mile High Club \$41 Millennia \$57 Mirage \$46 Mission Critical \$41 Monty Python's Complete Waste \$47 Mortal Kombat 2 \$41 Mortal Kombat 3 \$40 Microsoft Golf \$52 Myst \$41 Nascar And Winner Joypad \$59 Nascar 7 Tracks Navy Strike \$38 NBA Live 95 \$55 NBA Live 96 \$27 Need For Speed \$45 **New Horizons** 

Legend Of Kyrandia 3 NHL Hockey 95 \$40 \$4R NHL Hockey 96 \$43 \$34 Lemminas Chronicle Links Collectors Edition \$36 **Noctropolis** \$48 Nomad \$36 \$35 \$48 \$40 Lode Runner: The Return \$42 Operation Europe Lords Of Midnight \$45 Orion Conspiracy \$39 Outpost \$45 Panzer General \$38 Perfect General 2 PGA 486 \$49 PGA Tour 96 \$43 \$55 Phantasmagoria . Phoenix Fighter \$51 Pinball Arcade \$31 Pinball Fantasies Deluxe \$30 Pitfall: Mayan Adventure . \$43 Police Quest 4: Daryl Gates \$45 \$49 Police Quest 5: Swat Powerhouse \$40 Primal Rane \$46 Privateer \$20 Pure Wargame \$30 Ouake \$48 \$35 \$27 Quarantine \$40 Ravenloft: Stone Prophet \$49 \$41 Raveninft: Strahd's \$50 \$35 \$17 Rebel Assault \$48 Relentless: Twincen's Adventure \$46 \$40 Renegade: Battle for Jacobs Star \$49 \$43 \$50 Retribution

Return To Mars

Return To Ringworld

Riddle Of Master Lu

Rise Of The Robots

Rise Triad Dark War

Royal Flush

\$40

\$48

\$42

\$39

\$25

\$48

\$43 Scroll

\$46

\$45

\$40

\$48

\$34

\$49

\$29

\$40

\$38

\$35

\$50

\$45

\$46

\$48

\$49

\$40

\$26

\$41

\$46

\$40

\$46

\$34

#### **Buy with** confidence. Verify game specs before you buy.

#### Largest selection of CD games

\$25

\$42

\$52

\$45

\$41

\$21

\$38

Shadow Caster	\$16
Shadow Of Cairn	\$41
Shadow Of The Comet	\$38
Shock Wave Assault •	\$43
Silent Hunter	\$48
Sim City 2000 Collection	\$56
Sim City Classic	\$49
Sim Isle	\$34
Sim Tower	\$35
Sim Town	\$36
Skyrealms Jorune: Alien Logic	\$52
Slipstream 5000	\$40
Space Hulk	\$35
Space Hulk 2: Vengeance	\$40

### SERIOUS COMPUTER GAMERS!

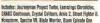






\$44







Space Quest 6	\$46
SSN-21 Seawolf	\$16
Stalingrad	\$40
Star Control Bundle	\$20
Star Crusader	\$41
Star Rangers	\$45
Star Reach	\$39
Star Trail: Realm Arkania	\$35
Star Trek Deep Space 9: Harbin	\$41
Star Trek Omnipedia	\$45
Star Trek: 25th Anniversary	\$45
Star Trek: Generations •	\$40
Star Trek: Inter Tech Manual	\$41
Star Trek: Judge Rite Colx	\$57
Star Trek: Next Generation	\$46
Starfleet: Academy	\$47
Steel Panthers	\$40
Stonekeep	\$52
Strike Cmnder/Privateer Bundle	\$45
Super Tank Commander	\$40
Syndicate Plus	\$16
System Shock	\$25
Tekwar	\$47
Terra Nova Strike Force	\$49
Third Reich	\$35
This Means War	\$40
Thunderscape	\$46
Tony La Russa 3	\$49
•	

\$46	Top Gun: Fire At Will	\$42
\$16	Tornado Operation Dart Storm	\$18
\$40	Transport Tycopn	\$25
\$20	Transport Tycoon Deluxe	\$40
\$41	Ultima 7: Complete Classic	\$19
\$45	Ultima 8: Pagan	\$34
\$39	Ultima Underworld 1&2 Classic	\$19
\$35	Ultimate Doom: Thy Flesh Consm	\$31
\$41	Under A Killing Moon	\$56
\$45	US Navy Fighter Gold	\$46
\$45	USNF: Marine Fighters	\$29
\$40	Virtual Pool	\$40
\$41	Virtuoso	\$50
\$57	Warcraft 2: Tides Of Darkness	\$41
\$46	Warcraft: Orcs And Humans	\$41
\$47	Warhammer 40,000	\$45
\$40	Warlords 2 Deluxe	\$40
\$52	Werewolf vs Commanche	\$48
\$45	Wetlands	\$30
\$40		
\$16	Evnous	e

Expert
Consultation
and Game Recommendation

waily continuations of	944
Wing Commander 4	\$49
Wing Cmndr: Armada Classic	\$19
Wings Of Glory	\$47
Witchaven	\$45
Wolf: Hunt Or Be Hunted	\$42
Wolfpack	\$36
Wooden Ships & Iron Men	\$40
World Circuit	\$40
World Circuit Grand Prix 2	\$40
World Circuit Racing: G P Mgr	\$40
Wrath Of The Gods	\$40
X-Wing Complete	\$48
X-Com	\$25
X-Com: Terror From Deep	\$39
Hardware	
CH Flight Stick	\$40
E15E Talon investigk	<b>675</b>

Wing Commander 3

X-Com: Terror From Deep	\$39
Hardware	
CH Flight Stick	\$41
F15E Talon joystick	\$75
Gravis Firebird	\$58
Microsoft Sidewinder	\$6
Phoenix Flight Weapon Control	\$84
SFX Controller	\$21
Thrustmaster: F16 Flight Cntrl	\$108
Thrustmaster: F16 Weapon TQS	\$10
Thrustmaster: Formula T1	\$108
Thrustmaster: Rudder Control	\$98
Thrustmaster: XL Action Control	\$29

#### Super Holiday special!



Returns require an RMA and may be subject to a restocking fee. Additional shipping charges may apply to hardware items due to their weight. No COD on hardware items. © 1995 Titan Games

Bill to:



All titles listed in this ad are CD-ROM titles. Call for 3.5" availability and pricing. • indicates Windows 95 Title.

Product	Format: IBM, Mac, CD, etc.	Price	Qty	Total
II.				
2				
38				
4				
5				
6				
हैं .				
☐ UPS Ground-\$4 ☐ Federal Express-\$7	VT Resider	rts add 5% s	ales tax	
Priority Mail-APO, FPO, AK, HI, PR PO Boxes only-\$4	Shipping: o	d at left		
☐ Air Mail Canada-\$8 ☐ Foreign USPS-charge me what it costs		d Total		

Please specify your computer type:  3	86 🗌	486 🔲	Pentium
All products carry full manufacturer's w	varranty	and docu	mentation

Name	
Address	
City/State/Zip	
Phone	
Ship to: Same as above	
Name	
Address	
City/State/Zip	
Payment enclosed in the form of:  Check (allow 2-3 weeks to clear) Money Order  MasterCard VIsa Amex Discover	
Credit card number	Exp. Date
C:	

1-800-247-5447

Find us in Cyberspace! On GEnie at Titan-Games Internet at titangam@netcom.com

# APACHE

### The Combat Helicopter Simulation

- "From weapons control to campaign system, and everywhere in between, APACHE's just got all the competition beat cold. This is the simulation you'll be playing and playing, and playing, month after month, year after year. Absolutely, a must-have!"
- PC Gamer FINAL VERDICT: 95% "Terrific flight model, countless options and missions, great gameplay. A flight game with such broad appeal that everyone from arcade players to hardcore sim hounds should delight in it."

-October, 1995

-Strategy Plus, October 1995









Checkout the APACHE DEMO 75162.1202@CompuServe.com ftp.cactus.org/incoming directory AOL: Go Software Library\APCHDEMO.ZIP



For more information call (919) 461-0948

# Panthers in the Shadows

Wargame

**Developer: HPS Simulations** 

ublisher: HPS Simulations, P.O. Box 3245, Santa Clara, CA 95055-2345 (408) 554-8381

Required

We Recommend

VGA: 386: 2MB RAM; 4MB harddisk space; Mouse 486: 4MB RAM

\$59.95

PS Simulations is another one of those hardy "home brew" companies that stoutly defies corporate trends, proudly seeks to fill a specialized niché, and has established a reputation for customer service that is (or should be) the envy of many larger companies.

HPS caters to the needs of the "hardcore" wargamers, the so-called grognards, a passionate minority of demanding (and aging — many of these folks got hooked on wargames during the 1960s, in the heyday of Avalon Hill

and SPI board games) gamers who wor-

Once again, HPS Simulations shows that serious wargaming with deep statistical data needn't be a bore.

ship at the altar of authentic detail.

It was designer Scott Hamilton's obsession with accurate minutiae that won plaudits for his previous Eastern Front game, Tigers on the Prowl. Panthers is the Western Front sequel. and it is even more densely packed with authenticity and detail

An example of this attention to detail is projectile penetration, which is based on calculations that take into account the round's velocity (adjusted for air drag), size, density, mass and

hardness versus the target's armor and the angle at which the round strikes.



The level of detail is amazing, and the interface is solidly designed for easy access.

HEX #: 1219 NTRE LEUEL 1

Don't be put off by the plain-Jane graphics: this is a powerful and often exciting game.

Ground and atmospheric effects are factored in: dust levels and smoke affect line-of-sight; illumination can be used in night actions; dud rounds and jamming can affect a battle; specialty weapons like flail tanks can be used to clear minefields: engineers can prime and blow bridges; amphibious, airborne, and glider operations are possible.

The database used to calculate these factors is huge, encompassing 1500 weapon systems, including many that were not actually used, but could have been. In the Intermediate and Advanced games, the player gets to set up any sort of battle they desire, as simple or as complex as he or she wants it to be.

There are five pre-programmed scenarios, including one tutorial action that's fairly dramatic. Each hex represents 100 meters, each turn one minute. Delays are realistically incorporated: if you request off-the-board artillery support, for example, it will be fired much more promptly if you route the request through the highest available HQ.

Since HPS values "game" above "chrome," players used to the sexy graphics of games such as Panzer General may well be disappointed by the spartan appearance of Panthers. But the graphics are certainly as good as they need to be, and the games are so absorbing that the point quickly becomes moot.

Because of its massive, uncompromising dedication to accurate detail, Panthers is unlikely to appeal to the casual wargamer. Indeed, the box even carries a forthright warning that Panthers "is not recommended for first-time gamers without at least some understanding of military forces and operations."

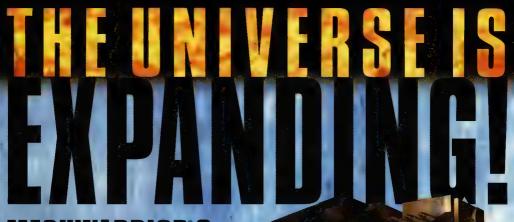
But for those who really want to explore World War Two weapons and tactics at the finest possible level of detail, this game will command great respect. It is obviously a labor of love.

-William R. Trotter

tolens: Unex-celled realism and detail. A serious tool for study and a formidable game

WS: Drab graphics, wretched sound effects: demands a high level of commitment **DITION LINE:** Overwhelming for casual war-ners; hardcore gamers will love its complexities.

PC GRMER December 1995 265



MECHWARRIOR 2

GHOST BEAR'S LEGACY

RAGE INTO A WHOLE NEW

MECHWARRIOR 2

EXPERIENCE WITH AN ALL-NEW

CLAN, OVER A DOZEN UNCONQUERED

MISSIONS, FOURTEEN DIFFERENT 'MECHS

AND A VARIETY OF UNEXPECTED

ENVIRONMENTS -- INCLUDING ICE AND

UNDERWATER SCENARIOS.







AVAILABLE NOW ON PC CD-ROM.

EXCLUSIVELY FOR USE WITH

#### MECHWARRIOR 2

MECHWARRIOR 2 FOR WINDOWS® 95 EXPLODES ONTO CD-ROM THIS FALL. MECHWARRIOR 3050 ALSO AVAILABLE FOR

SNES.

PLOW YOUR WAY TO HTTP://WWW.ACTIVISION.COM



Activision is a registered trademark of Activision, Inc. © 1995 Activision, Inc. All rights reserved. Mechiliarrior, Battellech and Wech are registered trademarks and NetMech Ghost Bear and Glost Bear's Legacy are trademarks of FASA CORPORATION © 1995 FASA CORPORATION. Windows is a registered trademark of the Microsoft Corporation.





### Endorfun

Puzzle Game

Developer: onesong partners, inc.

Publisher: Time Warner Interactive, 2210 West Olive Ave., Burbank, CA 91506 (800) 482-3766

#### Required

#### We Recommend

Double-speed CD-ROM drive: 486/66: Windows 3.1; 8MB RAM

Windows-compatible sound card

#### ISRP. \$49.95

laying Endorfun is like eating cotton candy. It's light, fluffy, colorful and, in large doses, can make you sick to your stomach. Endorfun is billed as a "game experience" that has a New Age-meets-Tetris feel. The object is to gain "Life Force" points by rolling a multi-colored cube around on the playing field - a grid filled with color squares — then matching

the cube's colors to those on the board. There are special squares that gain you extra points, add seconds to your time, etc., and that's about it.

Sure, there are more than 40 games with nifty names like Karma, X-treme, and Heart's Desire, but these are nothing more than new color combinations and subtle variations on the basic theme.

While you're moving your little "Light Body" cube around on the "Unified Field," you hear funky New Age music that reportedly contains positive, life-affirming subliminal messages (of course, you'll never know if there really are messages in the music since, after all, they're subliminal). When you end a game, you get more life-affirming messages: You have the power," "You create positive change in yourself." It's like being in a fortune-cookie factory

The worst part of Endorfun is the Fruitopia-style backgrounds that shimmer and swirl while you're playing. The color combinations are so ugly and distracting, you'll quickly understand why the game gives you the option of turning the backgrounds off. You can turn the music and sound effects off, too, and play Endorfun in blissful silence. But why? The only fun you'll get from this product is by playing with all the options turned on so you can hoot and holler at the awful colors and



Moving your "Light Body" cube around the "Unified Field" helps you absorb the "Life Force" found in the colored blocks.

music. And just when you think it can't get any uglier or more annoying, it does.

Endorfun simply isn't entertaining. If you're looking for mindless activity during a work break, play Tetris or Solitaire. They may not be as colorful or have uplifting messages, but at least they're fun.

Lisa M. Howie







1(800) 576-9051 FAX: 1(805) 943-0221 CALL NOW!

OPEN 7 DAYS A WEEK

	GAMES			GAMES			CHILDREN			KEFEKENCE	
ltere#	Name	\$Cost	ltem#	Name	\$Gost	Item#	Manae :	\$Cest	ltem#	Hamo	\$Cast
10064	101 of the Best Games #1	17	10033	Lode Runner	22		Aesops Fable/Cinderella	15	50001	American Heritage Talking Dictionary	24
10004	101 of the Best Games #2	17	10035	Mad Dog Macree	19	40000	Arthurs Teacher Troubles	19	50030	Better Homes & Gardens Cookbook	20
10001	7th Guest	24		Mad Dog Macree II	23	40002	Berenstein Bears	18	50028	Bible Library 9	24
10048	Aces of the Deep	24		Mega Pak #3- 12 CD's	48	40013	Complete Algebra-retail box	20		Comptons Interactive Encyclopedia 3.0	) 24
10078	Apache-retail box	48	10066	Menzobarranzan	24	40005	Cool School- Oregon Trail-retail box	29		Encarta '95- Works - Money	55
	Casino/Tournament-retail box	39	10049	Monty Python- Waste of Time	28		Just Grandma & Me	19	50007	Forbidden Subjects 3	28
10074	Command & Conquer-retail box	49	10039	NASCAR	29		Kids can Read series-each	18		Groliers '95	20
10013	Dark Forces- retail box	45	10051	NHL Hockey '96	44	40011	Learning Fun House-retail box	20	50012	Hackers Chronicles II	33
10042	Day of the Tentacle	16	10037	Panzer General	19		Lion King Print Studio	34		Home Repair Encyclopedia	34
10019	Descent	38	10076	Phantasmagoria	53	40018	Lion King Story Book	38		MS Bookshelf '95	38
10021	Doom H	49	10087	PGA Golf '96	44	40003	Putt Putt joins the Parade	18	50021	MS Bundle- Encarta, works, money, ent pk	78
10023	Dragons Lair	25	10034	Police Quest- Open Season	25		Top 201 Learning Games	15		ADULT	
10069	Earth Siege/Metal Tech.	39	10032	Ravenloft	19	40016	Top 53 Thinking Games	15			
10050	F117-A Flight Simulator	24	10030	Rebel Assault	24		Tuneland	23	20020	California Beauties	28
10058	Full Throttle	45	10026	Rise of the Robots	24	40004	Where in the World is Carmen San Diego:	22	20001	Come Play With Me	34
10083	FX Fighter-retail box	39	10024	Rise of the Triad	28	40026	Winnie The Pooh Storybook-retail box	42	20006	Hot Peppers	22
10025	Gabriel Knight	23	10059	Sam & Max Hit the Road	22		BUSINESS		20035	Men in Motion	33
10081	Gazillionaire-retail box	24	10022	Sim City 2000	27				20015	Neuro Dancer	34
10080	Hi-Octane-retail box	48	10020	Star Trek- 25th Anniversary	24		70 Million Residence Phonebook	22	20021	Night Watch 2	35
10063	Indy Race Car	24	10079	Star Trek-Final Unity-retail box	47	30012	11 Million Business Phonebook	17	20011	Poker Party	36
10043	Ishar 3-Seven Gates-retail box	25	10071	Subwar 2050/Underwater Combat	29	30009	Card Shop +	18	20034	See Some 3 Some	35
10046	Kings Ouest 1-6 collection	35	10067	Terminal Velocity	34	30010	Clip Art Extravaganza- 2 disks w/book	28	20007	Space Sirens 2	45
	Kings Quest 7	29	10014	Under a Killing Moon	47		Print Shop Deluxe-ensemble 2	49	20005	Vampires Kiss	39
	Leisure Suit Larry 6	22	10010	Wing Commander 3	48	30007	Quicken Deluxe	35	20004	Virtual Vixens	35

This is only a partial list of items that we carry. Call Now for a FREE Catalog!

Pricing & Availability change daily • No refund - Exchange only on returned or defective items • Shipping & Handling \$6.00 for U.S. orders; \$12.00 for 2-Day, \$18.00 for Next Day • COD charges \$7.00 Sales in California subject to a 8.25% sales tax • Call for shipping charges to Mexico or Canada • Special orders upon request

# Werewolf vs. Comanche

Air Combat Circulation

Developer: NovaLogic

Publisher: NovaLogic, 26010 Mureau, Suite 200, Calabasas, CA (818) 878-0325

Required

CD-ROM drive; 386 or better; 8 Meg RAM; VGA

Double-speed CD-ROM: 486/66 or better; Supported sound card: Jovstick

We Recommend

M.S.R.P \$59.95

> eleased nearly two years ago during an unprecedented drought of good flight sims, Novalogic's Comanche: Maximum Overkill bridged the gap between simulations and action games with it's fastflying style. It wasn't the most accurate flight simulation on the market, but it was fun as a shoot-'em-up game, and boasted some pretty advanced graphics for its day. And now, like it or not. Comanche returns with a few tricks up its sleeve in Comanche vs. Werewolf.

This 2-CD package includes the next version in the Comanche line, but fans of the original will find the differences between this new Comanche and the previous version aren't all that deep - a few tweaks to the game mechanics and updated scenarios are about all.

If that were all Werewolf vs. Comanche had to offer, this would have been a very disappointing release. But the main attraction of the game is the inclusion of a new game on a separate CD

Werewolf - and the option to connect the two games either via network, direct link, or modem



The smudgy graphics of the original Comanche haven't changed, but they do run incredibly smooth on slower machines.

Comanche returns with a new sidekick and some multi-player options that help keep it from biting the dust.



Werewolf vs. Comanche puts you in hostile territory, this time fighting terrorist forces.

the current crop of high-end flight sims; but to those of you used to today's sims, the graphics will just look dated.

But I'm willing to go easy on the smudgy graphics, because the real attraction in Werewolf vs. Comanche game is its head-to-head action. The connection options in Werewolf vs. Comanche are pretty standard, and getting into the heat of battle is extremely easy, giving you the chance to tackle the wiliest of foes - a human opponent. There are several multiplayer options and scenarios available, and you can choose to play in cooperative or

competitive modes. When playing against your partner. you have a choice of either trying to complete your mission objectives or concentrating on slamming a few Stinger missiles into your opponent. The cooperative mode puts both players side by side as they race to defeat a computer foe.

It all adds up to ferocious fun, quite like a Doom Deathmatch gone airborne. But one of the most common features among multi-player games of this type is missing - the chat mode. There is a certain satisfaction in blowing your pal out of the sky

and then throwing it in his face with a few choice words while he or she starts over. Sadly, though, this feature doesn't appear in Werewolf vs. Comanche.

The target market of Werewolf vs. Comanche certainly isn't the hard-core flight freak or helo-jock wannabe looking for the latest or greatest in realism. This is simple, entertaining action that doesn't try to overwhelm you with bothersome details or depth. It's a very good choice if you're looking for a new thrill in multiplayer action.

- John Robertson



The in-game graphics haven't improved much, but NovaLogic still has some of the coolest cutscene graphics around.

Reviewing Werewolf or Comanche separately would be a waste of time, since they are essentially the same game. The controls for both of the games are identical, and the only real differences are very slight tweaks to make the helicopters look different from each other.

The missions are, thanks to the end of the cold war, very similar for both the Russian KA-50 Werewolf and the RAH-66 Comanche, and consist mostly of strikes against the whipping boy of the New World Order - militant terrorist groups.

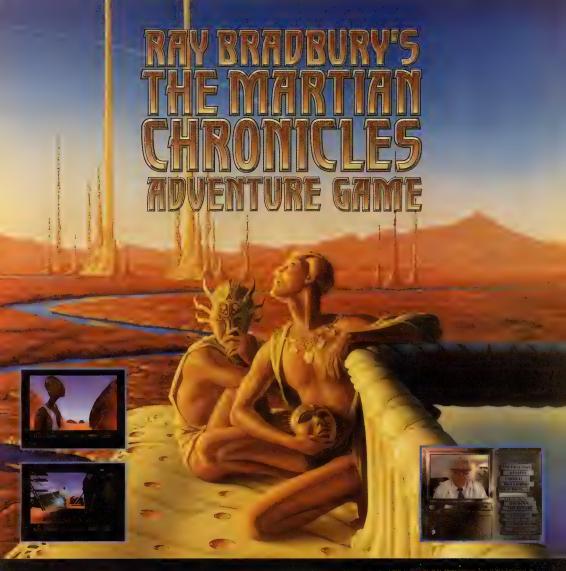
The stand-alone missions are challenging and fun in a goofy sort of way though you have to wonder why they all seem to take place over terrain similar to the Grand Canyon. Still, hills are better than drab desert plains for helo-flyin' fun. and that's what you'll see plenty of.

If you were hoping for a revamp of Comanche's pixelicious graphics, though, forget it. Everything looks about as it did in the first game - blurry, indistinct targets and shape-shifting landscapes that seem to form as you approach them are pretty much the rule. This is a plus to those in computer-upgrade hell, since both games run well on machines that would choke on

: Network and modem gameplay, challenging if unrealistic

Flight model and missions are simplistic, games a little too similar.

CATTOM LOWE: An excellent value for people looking to play a helicopter game head-to-head.



#### YOU'VE BEEN TO MYST...NOW DISCOVER MARS

Ray Bradbury's *The Martian Chronicles*, the most popular science-fiction novel ever written, comes alive in a non-linear, fully interactive adventure filled with out-of-this-world mystery and intrigue. Journey to the red planet and walk the treacherous line between reality and illusion in this unique new interactive game, complete with eye-popping 3-D graphics and animation, mind-bending puzzles, and exclusive video interviews with science-fiction master Ray Bradbury himself. To aid in your survival, the package includes free gamer's hints and an address for on-line advice.

"RAY BRADBURY'S THE MARTIAN CHRONICLES is a hard-core puzzle lover's dream."

-Electronic Entertainment







# Battle Beast

Category: Fighting Game

Developer: 7th Level

Publisher: 7th Level Inc., P.O. Box 832190, Richardson, TX 75083-2190 (214) 437-5531

#### Required

Double-speed CD-ROM drive: 486/33: 8MB RAM: 256 Colors; Windows 3.1 or higher; Mouse

#### We Recommend

Quad-speed CD-ROM drive; Pentium; Gamepad; Supported sound cards

#### \$49.95

reating excellent cartoon animation under Windows has been 7th Level's primary achievement, with titles like Take Your Best Shot and Howie Mandel's Tuneland featuring a trademark sense of style, humor, and playability. While most of their titles haven't been aimed at serious gamers, Battle Beast takes on the world of arcade fighting games and infuses it with 7th Level's special brand of graphics and comedy.

This is a game filled with cute, cuddly creatures that can transform at will into hulking, armored monsters, complete with lasers and projectile weapons. Each beast has its own personality, with a list of hilarious moves to match. The game's graphics are so well done, they'll remind you of some of the cartoons you loved as a kid - but this time, you get to control the characters.

around, but the cartoon graphics and hilarious premise make Battle Beast a lot of fun. The game's

It's certainly not the greatest fighting game

principal villain is an evil Toad Man who has released his poisonous frogs on humanity. In order to battle the slimy onslaught, the military has created the ferocious Battle Beasts, but the Toad Man has altered their programming to force them to battle each other as well as the toads.

You make your way to the Toad Man's holding facility by fighting in various locations, all connected by a maze-like sewer system. Even between

fights, the action doesn't stop; you're in a race to the next battleground, and the first beast to arrive has a certain amount of time to kill frogs for points, as well as pick up hidden items and find secret rooms.

The commands in Battle Beast are different from those in other fighting games - and they take quite a bit of getting used to - but they do give you several different moves to use against your opponent. Unfortunately, the response time with either the keyboard or joystick is rather slow, so it's difficult to control your character with any precision. The fights usually turn into a twitching

match, with each player just pressing buttons as fast as possible.

Each time you play a game, you choose the beast you want to control, then choose your opponent. That's a pretty common way to start a fighting game, but it's where the similarities end. In Battle Beast, you'll fight this same opponent through each location until you reach the final stage. It would've made more sense if you fought all the other beasts, tournament-style, on your way to the Toad Man. Instead, you'll only see two of the six possible beasts, and the only way to experience the others is to play a completely

Battle Beast has depth and humor that should appeal to many gamers (especially the younger set), but the repetitive



The Powerizer is what gives your pets their mutating metal ability. This is the heart of Battle Beast headquarters.



Kuli the Fish uses a fishhook as his special weapon. It works well against the mutated frogs surrounding him.

structure and sluggish response keep it from living up to the standards of an honest-to-goodness fighting game. It's nice to look and laugh at, but it's certainly not the "Ultimate Fight Game" it claims to be.

-Michael Wolf



When you are non-morphed, you have special weapons you pull out to pulverize the enemy. Of course, this poor turtle doesn't stand a chance against the large metal machine he's facing...

ful graphics. inventive story, and a whole lot of silly humor Controls are sluggish; lack of a "tourna-

ment" structure makes for repetitive battles. It's a decent lighting game, but one with significant flaws.

### **Prepare Yourself for Total Meltdown!**





#### KICK ASS FEATURES &

Support for SVGA Modes

Unlimited Freedom of Movement: Jump, Crawl, Duck, Fly. Walk on the Moon or Ride on Subway Cars, Space Shuttles, Transports. Escalators, and More!

Modern and B Player Natwork (Co-operative and CommBat") Modes.

Swim Underwater to Find Secrets and Even Shoot Into or Out of the Water.

Exotic Weapons like Powerful Pipebombs and Deadly Laser Tripbombs.

Amazing Fully Interactive 3D Environments, You Can Destroy Everything from Buildings, Lights, Monitors, Security Cameras, Windows, Air Ducts, Bridges, Walls, Ceilings, and More!

The Future of 3D Gamina Will Never Be the Same

**Coming Soon** 









Company	Page #	Product Info #	Company	Page #	Product Info #
21st Century Entertainment	274	80	MicroProse	158, 254	171, 172
7th Level	105, 190, 295	81, 82, 83	Microsoft	96-99, 164-165	-,-
Access Software	237	84	Microsoft	204-205	_
Acclaim	40	85	Mindscape	123, 193	173, 174
Accolade	50-51, 140-141	86, 87	Moondog Multimedia	324	175
Action Software	327	88	National CD-ROM	320	176
Activision	36, 135, 266	89, 90, 91	NEC Technologies	4-5	177
Advanced Gravis	15	92	•	324	178
American Softworks	248	93	Neon Publishing		
Art Institute of Pittsburgh			New World Computing	124, 221	179, 180
	324	94	Novastar	324	181
Aura	82	95	Origin Systems	47-49, 75, 111	182, 183, 184
B & G American Dream	325	96	Papyrus	232-233	185
Beaucomm of America	305	98	Philips Interactive Media	92, 116-117, 128	186, 187, 188
Bethesda	252	99	Philips Interactive Media	145, 177	189, 190
Blizzard Entertainment	210-211	100	Pie in the Sky	318	192
Broderbund Software, Inc.	200, 251	101, 102	Playmates Interactive Entertainment	146, 314-315	193, 194
Capcom U.S.A., Inc.	90	103	Power Graphics	291	195
Capstone	212, 300	104, 106	Pulse Entertainment	163	196
Cat CD	327	107	Quarterdeck Corp.	37, 39, 41	197, 198, 199
CD-ROM Access	324	108	ReadySoft	189	200 -
CD-ROM Multimedia			Red Zone	323	201
& Specialties - CMS	327	109	Sales Curve Interactive - SCI	28-29	202
CD-ROM Source	253	110	Sanctuary Woods	80-81, 180-181, 195	
CH Products	285	111	Sega of America	IBC	206
Chips & Bits	286-287, 302	112, 113	Sierra On-Line		207, 208, 209, 210
Compact Media	325	114	Sierra On-Line	209, 214-215, 260	
Computer Jock Apparel	323	115	Simon & Schuster Interactive	216, 269	214, 215
Corel Corp.	292	116	Sir Tech Software		214, 215
Creative Labs	BC, 19-22		Software Outlet	12, 168	
		117, 118		267	218
Diamond Multimedia Systems	34-35	119	Software World	323	219
Digital Pictures	76-77, 152-153	120, 121	Sony Interactive	67, 288	220, 221
Doland Computers	323	122	Spacetec IMC Corp.	299	222
Eiger Labs	296	123	Spatializer Audio Laboratories, Inc.	149	223
Electronic Arts	6-7	124	Spectrum HoloByte	171, 259	224, 225
EMC Marketing	325	125	SSI -Strategic Simulations, Inc.	42, 86, 118-119, 151	226, 227, 228, 229
Empire Interactive	154, 246-247	126, 127	SSI -Strategic Simulations, Inc.	186, 222-223, 226	230, 231, 232
Empire Soft	327	128	Star Multimedia	323	233
Epic MegaGames	30-31	129	Stargate Software	327	234
Falcon Northwest Computer Systems	138	130	Stereo Graphics	17	235
Formgen	85, 206, 271	131, 133, 134	Storm Front Studios	132	236
Forte	70-71	134	Suncom Technologies	106	237
Fox Interactive	24	135	Synergy Interactive Co.	100	238
Game Doctor	279	136	Take 2 Interactive Software	178-179, 234-235	239, 240
Gamer's Gold	310	137	TalonSoft	313	241
Gametek	131, 175, 230, 306	138, 139, 140, 141	Thrustmaster	309	242
Grolier	243	142	Time Warner Interactive	44, 157, 161, 239	243, 244, 245, 246
GT Interactive	127, 172	143, 144	Titan Games	262-263	247
GTE	25, 27	145, 146	Trimark Interactive	78-79	248
I • Motion	142	147	Tsunami	43	249
Interactive Magic	94, 242, 264	148, 149, 150	United CD-ROM	317	250
	· ·			-	
Interplay Productions	8-9, 68-69	151, 152	U.S. Gold	280	251
JVC	102, 277	153, 154	Viacom	33, 115, 240	252, 253, 254
Konicom Computers	325, 327	155, 156	Vic Tokai	182-183	255
Logitech	116	157	Virgin Interactive Entertainment	IFC-1, 38, 72	256, 257, 258
Looking Glass Technologies, Inc.	256	158	Western Digital	229	259
LucasArts	88, 196-197	159, 160			
Maxis	91, 93, 95, 120, 219	161, 162, 163, 164, 165	PC Gamer Sub.	225	
Media Age	321	166	PC Gamer Back Issues	278	
Mega Trends	327	167	NEXT Generation Sub.	273	
MGM Interactive	198-199, 236	168, 169	CD-ROM Today Sub.	326	
Microforum	283	170			







Call us at 1-800-706-9500 or NGSUBS@aol.com. Have your credit card information available. Only \$29.00 for 12 issues delivered right to your door each month.



The ultimate information resource on the new wave of games systems

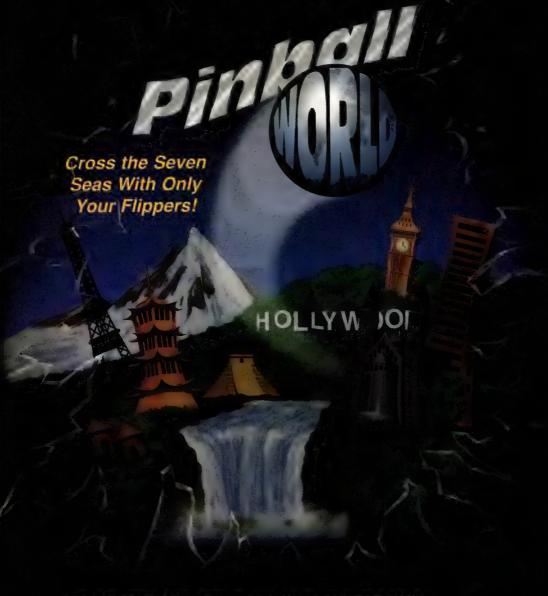
### Subscribe today and save

over 50%



Offer good in US only. Please a low 4-6 weeks for mailing of first issue Canada: \$US 43.00 (includes GST), Foreign: \$US 53.00. Prepaid in US funds.

5TKI8



The Pinball Masters at 21st Century are giving you first class tickets for a globe spanning action-adventure, unlike anything you've ever experienced! Visit exotic locales from the rich jungles of the Amazon to the mystical Far East. Spend some time in Hollywood, or take a trip to London. Oh, and don't forget to bring your passport

- \* 20 unique table designs with multi-directional scrolling
- Mind bending sub-games as you navigate between each country
- Maneuver around devious traps as you solve each challenging table
- · A jam-packed CD Soundtrack!

Developed By

Taking Pinball simulation to a whole new level of excitement!

AVAILABLE ON PC-CDROM

Product Information Number 80

P.O. Box 415 Webster NY 14580 Tel: (716) 872-1200 Fax: (716) 872-1672

# Monopoly CD-ROM

Category

Economic game

Developer: Westwood Studios/Parker Bros.

Publisher: Virgin Interactive, 18061 Fitch Ave., Irvine, CA 92714 (714) 833-9710 In bringing this classic to computer, Westwood has created

the mother of all board-game convers

em-

Required

We Recommend

Double-speed CD-ROM drive; 486/33; 8MB RAM; Windows 3.1 or later; 640x480 256 color display; 10MB harddrive space; Mouse Quad-speed CD-ROM drive; 486/50; Internet connection with TCP/IP; Supported sound card

M.S.R.P. \$49.95

hat can you do to a make a board game work well on a computer? Well, for starters, you can create challenging artificial opponents so gamers can play even when alone.

To really bring it into the '90s, you have to have head-to-head play over modem, preferably via online service or the Internet, where you can meet new players from all

over the world. You have to make it flexible enough to use house rules that



You can choose to buy any unowned properties, or try to get them at auction.



The purple properties are definitely in the low-rent district of *Monopoly*.

diverge from the official rules of play. There also needs to be some-

There also needs to be something extra that uses the unique capabilities of computers to make the game special: animation, for instance, as well as save games, configuration options, and other useful foo-faws.

And to make all this come together, you have to hire a talented developer to program it all.

Westwood Studios, creators of fantasy roleplaying game Lands of Lore and the current strategy smash Command & Conquer, certainly fit that bill.

And so we come to Monopoly CD-ROM: a joint venture between board-game titan Parker Brothers, top-notch programmers Westwood Studios, and publisher Virgin Interactive. It has just about everything a boardgame conversion to computer should have, and then some.

It isn't easy to pull off a board game on computer: take a look at past reviews of board-game conversions and you'll find that they're almost invariably described as flat and lifeless. Not so with Monopoly, which comes to life in new and inventive ways. For starters, you're working from what is easily the best known and loved boardgame of all time. Anyone reading this magazine is familiar with its components and concepts. Each player — the more the better — picks a game piece (shoe, dog, cannon, hat, wheelbarrow, iron, battle-ship, rocking horse, thimble, or car) and

then proceeds to roll dice to move around the board. Each spot on the board is filled with either a property, utility, or some special function, such as Community Chest or Chance cards. The goal is to buy properties so you can charge rent to any who land on them, until all but one player is left penniless.

As anyone can tell you, there's a lot more to the game than that. The fun comes in trading, expanding, creating monopolies, and generally acting like a greedy sow. It's such a social game that making it a computer game would seem to take away a good deal of the fun.

But for Monopoly CD-ROM, Westwood has come up with a few clever options to take care of that particular dilemma. In place of friends whose throats you can cut, you'll get artificial opponents such as Einstein, Sneaky, and Bubbles who provide a good range of challenges. Even better, you can alter the AI routines and develop computer opponents who are tougher by editing the decision variables of the AI



The cannon does a victory dance in a rain of your money.



The battleship rounds a corner. Note that unowned properties are grayed out.

If you want to trade with another player, you can use this swap screen to set out the deal.

#### Making Your Own Al

artificial intelligence routines in Monopoly to make the best possible conputer opponent. This is done by editing the number values in the ".Al files. A small sample of some parameters follows:

#### Properties

The first set of twenty-eight decision variables less you tell your Al how much it likes a particular property by giving it a value from 0 - 200 (fe: NEW YORK AVENUE = 50)

#### Optimism

Allows the Al to present the last the last received the last recei

#### Property multiplier

Increases the overall value of properties when comparing them to cash. The higher the value, the more highly the Al will value property over money.

#### Minimum desired

#### eash on hand

Tells the AI to always try and keep out mean cash on hand, which might make it not per chase properly and buildings

#### Send property to auction factor

When the Al lands on a free property, it was look at other player's east. If they are low on money, it will send a property to auction to try to get it at a discount.

#### Winimum profit

How much the All expects to provide acreeing to trade.

#### Houses value multiplier

Affects how the At an analysis of building hotels

#### Decision delays

Sets how long the Al will think and a select.



Chance and Community Chest are designed like the traditional Monopoly cards.



Uncle Pennybags gets our reviewer to pay up.

files. If computer opponents just aren't cutting it, you can hop on the Internet and, with any SLIP connection, play against up to five other opponents (see sidebar).

A gaggle of options makes Monopoly CD-ROM widely entertaining. The official rules are the default setting, but there are also options for the most common house rules, such as fines and taxes being paid to Free Parking, double pay-outs for landing on GO, hidden cash, auctions, and numerous others. All the normal game elements - mortgages, building houses and hotels, and trading-are included. To trade with other players (a crucial aspect of Monopoly), you can pull up a trade screen where you lay out just what you want and what you're willing to offer. Opponents can either accept or reject your offer, or can hold out for more.

So Westwood has created a faithful version of Monopoly, but have they created an interesting one? Most definitely. The board is still a flat screen, but dozens of animations have been added to make play more lively. The little silver pieces come to life and move across the board in beautifully rendered 3D images, each with its own set of movements. The ship sinks into the board at

one point, and a periscope crests the surface and peeks around before the ship bobs to the top and continues on its way. The cannon rolls and falls apart and sometimes takes wing to fly around the board. When someone collects rent money, their piece may do a little chicken dance in a shower of bills. When you get socked with a fine, Uncle Pennybags turns your piece upside down and shakes the money out of you. Plus, each set of properties has their own look: the low rent districts are broken-down slums, while areas like Park Place and Boardwalk feature elegant lawns and pink flamingos. The more you watch these animations, the more they seem to change, and even after you think you've seen them all, a fresh one will pop up.

Some people will probably find the animations intrusive and pointless and turn them off, but they do add the feeling of an extra dimension to the game, and they look great. More important is that this feature-packed game just feels right. With so many options, and Internet play to boot, this is one time the computer game goes someplace the board game just can't. It may still be a flat, familiar game in some ways, but it's also a damned entertaining one.

-T. Liam McDonald



of options.

LOWS: It is, after all, still a board game conversion, and so ultimately has a flat feel.

**BOTTOM LINE:** We bet that even *Monopoly*finters will be charmed by this clever and wellexecuted game.

# DEADLY SKIES

#### BARF BAGS NOT INCLUDED

retacal looks and some insurspeed bursts at brakes. Flying by the cat of you pants in a one-on-one oglight to the death can make a pilot kind of queasy. It doesn't matter that you're armed to the teeth with gen cannons, heat seeking missiles and guided missiles. You still have to keep the other guy in your sights using whatever moves you've got. Do you emember to that dog sag to a lunch?







PC CD-ROM









\*\* a. 1995 Funcia Productions A/S. All Rights Reserved. O1995 JVC Mbucal Industries, bit. Segs and Segs Saturn are a trademark of SEGA ENTREPRISES LTD. The PhyStation logo is a trademark of Sony. Computer Enteralament, in

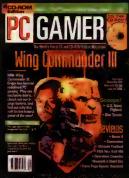
### Look what you've missed...

























Order your back issues toda You can now get back issues of PC Gamer with interactive demos for only \$5.95 with the 3.5" HD disk or \$9.95 with the CD-ROM disc. Ordering couldn't be easier. Just send check, money order or your VISA. MasterCard or American Express card number (with the expiration date) to: FC Gamer back issues, 1350 Old Bayshors Highwa Succe 210, Burlingame, CA 34010. Please specify which issues you would like and allow 2-4 weeks for delivery.

### Under Pressure

Puzzle game

er: Chaos Effect/Millennium Interactive

ublisher: Starhill Productions, 139 Townsend Street, San Francisco. CA 94107 (415) 442-5000

#### Required

We Recommend

Windows 95: 486/33: 8MB RAM: 1.2MB hard-drive space: SVGA: Mouse

Pentium: 16MB RAM: Supported sound card

\$29.95

ust about every game genre has at least one defining game, something so original and fresh that it invariably prompts others to try to imitate its elusive qualities. Under Pressure is one of those imitators, paying homage to Tetris and Rubik's Cube, trying to be both, but succeeding at neither.

The object of this puzzler is to

maneuver shapes around a grid and into their "energy tanks," not by moving the individual shapes, but by moving an entire row or column of the grid all at once. As the levels get harder, the game puts obstacles in your way, adding special items that make it harder to move the shapes. It's a simple, well-executed idea that blends the two elements into something new and provides some real challenges - but that's not enough to overcome a few nagging problems.

The game looks sharp, with a sense of style that matches the puzzle's unique gameplay. Unfortunately, getting into the action will prove more frustrating than the game itself. On a 486/50 with 8MB of RAM. Under Pressure is almost unplayable. The only way to control

the game is with the mouse, and on any system slower than a Pentium, the mouse pointer is so lagged and fades in and out so frequently that it's nearly impossible to make precise movements. This, combined with unforgiving time limits at even the easiest levels, makes the game incredibly frustrating.

There's no questioning the lure of Under Pressure's basic premise: it's fun. simple and an ever-increasing challenge. On a machine that harnesses Windows 95's power to the utmost, the play is fun



The graphics are sharp, and the idea is a cool one: Maneuver the shapes into the proper receptacles before time runs out.

and just as addictive as the hype on the package suggests. But if you're using a slower machine, you'll find it's just too slow to be enjoyed - and that's something they don't tell you on the box. —John Robertson





Look familiar? You bought your PC. You paid extra for all that important RAM. Now your new games say, "INSUFFICIENT MEMORY!" Wrong!
You have plonty of memory -- it just needs to be configured properly. You have three choices; study your DOS manual for two days, try to make a boot disk that works. OR BUY THE GAME DOCTOR AND START PLAYING IN TWO MINUTES! Windows 95 Version

#### TO INSTALL

Type 'install' and you're done. The Game Doctor scans your system for information about your hardware and uses it to build effective startup flies.

#### COMPLETELY AUTOMATIC

After The Game Doctor is installed, every time you start your computer you will be presented with a menu of configuration choices (e.g. Windows, DOS, Games, or Custom). You just pick the configuration that fits what you want to do and you're set!

#### INCLUDES CUSTOM CONFIGURATION BUILDER

The Game Doctor's custom configuration builder has easy switches which allow you to construct your own configurations. These custom configurations can automatically launch programs right from startup -- all you do is pick the item from a menu!

The Game Doctor P.O. Box 611764 Port Huron, Michigan 48061-1764

ORDER NOW!: 1-800-558-6674

Available NOW!

They say the last thing you see before you die is a blinding flash of light.

#### BUT HEY, YOU'RE A MERCENARY. YOU'RE USED TO THIS STUFF.

You've joined Da Wardenz. Big-time, highly trained armed forces specialists saving the world from injustice, corruption and global terrorism with the help of one very bad boy: a fully armored, sophisticated M-13 Predator Battletank. Sure, war

is hell. But at least your hip-hop soundtrack of San star and rapper William



kickin' to the awesome Francisco 49er football "Bar None" Floyd.



oduct Informati

# Primal Rage

Category.

**Fighting Game** 

Developer: Teeny Weeny Games, Ltd.

Publisher: Time Warner Interactive, 674 Sycamore Dr., Milpitas, CA 95035-0782 (408) 433-3999 Feeling a little primitive?

Journey back in time as one of the fiercest creatures to walk the earth

Required

We Recommend

Single-speed CD-ROM drive; 486/25; 4MB RAM; DOS 5.0 or later; 2MB hard-drive space; VGA

\$59.95

here's nothing more embar-

rassing than doing a Scoop!

on something that looks like it

could be a killer game, only to

find that the finished product

doesn't live up to your expec-

thing we can to bring you all

computer games - just as in

turn out the way you expect.

Luckily, our first impres-

the details of what the final

product will be like, but in

life — things don't always

tations. Sure, we do every-

Double-speed CD-ROM drive; 486/66; 16MB RAM; PCI or VLB SVGA; Supported sound card; Gamepad or joystick

probably the best ever seen in a PC fighting game. On second thought, they might be the best in any game with this much movement and action.

But, you're probably asking yourself, what exactly would prompt seven prehistoric critters to duke it out in a deadly duel to the death? Well, it's got something to do with

the gods (in this case, dinosaurs and apemen) being sent into suspended animation by a wizard named Balsafas millions of years ago. When a meteor collides with Earth, the gods are awakened, and they're pretty pissed off. Taking control they re pretty pissed off. Taking control

of one of the critters, you've got to defeat all the rest to take over the world and rule the new Urth.

Several things make Primal Rage... well, I hate to use the word, but here goes: cool. For starters, the stopmotion animation is fantastic. Just like the coin-op arcade game, the character graphics for Primal Rage's primitive combatants are based on 3D puppets that were video-captured through a wide range of movements, then translated to produce the onscreen animations. The results simply have to be seen to be believed. Primal Rage has



When Chaos beats his chest in victory, it's enough to make you feel the call of the wild — even if you lost the round.



Each fight is preceded by a closeup of the combatants. You may not believe it, but the graphics are better during gameplay than they are here!

money; after an exciting first-look at Time Warner Interactive's PC conversion of last year's arcade smash, I'm happy to report that the finished product is even better than anticipated. The combat here is fast, furious, bloody, and funny, and the character graphics are

sions usually turn out to be right on the

animations that you'll find in a 2D fighter and makes the video-captured actors of the *Mortal Kombat* series look like cardboard cut-outs.

Not only do the beasties have a real sense of depth and texture, but you'll start to notice each one has its own unique personality as well. When the blue apeman, Chaos, beats his chest after a victory, for example, he really looks like he's roaring with primal thrill of victory.

Because the combatants are dinosaurs and a couple of missing-link apemen, you get to perform a caveful of outrageous attacks with names like Hornication Uppercut, Fart of Fury, Fast Power Puke, Cranium Crusher, and many more. Time Warner went the extra mile to include four-button joystick support, but as producer Ken Humphries predicted in our Scoopl, it's easier to pull off special moves with a two-button stick. Still, there are a lot of moves to master — not quite as many as in FX Fighter, but a goodly amount



You've got to get in dangerously close to pull off Blizzard's Air Throw, but it's worth it!

#### The Dino Pro-Bowling Tour?

One of the coolest things about *Primal Ragu* is the inclusion of "Easter Eggs" — extra games that are activated by secret codes. They aren't the sort of codes that you type in, like you would for Doom, Dark Forces, Descent, and others; these codes consist of the players performing certain actions in the middle of a game. By activating the Easter Eggs this way, two players who are in the middle of a furious bout could find themselves playing volleyball against each other

with one of the worshippers as the ball! On the other hand, it's also possible that you could play for days or months with-out ever performing the series of moves that activates the games - and what fun are Easter Eggs if you never find 'em? We wouldn't want our readers to be frustrated, so here's the scoop on how to activate the hidden games in Primal Rage.

#### Volleuball

Have one player do a combo on the other then watch for worshippers to run out and start bowing. The player closest to a bow-ing worshipper should hit him, causing the worshipper to fly in an arc to the other player, who then knocks the worshipper back again. Knock the worshipper back and forth ten times and a net will pop up, along with a judge on a high chair - and you and a friend get to play volleyball with a little bitty person as the ball! You play until someone scores three points, then it's back to the real game.



To get to the bowling stage, choose Armadon and perform the Spinning Death.

Both players need to be Armadon to get to this game. Make the Armadons do the Spinning Death move at the same time, so that the dinos ram into each other. After three collisions, you'll see the Armadons move to the right, and ten human worshippers line up like bowling pins. You bowl two frames using the Spinning Death to knock down the puny humans.

#### Haining Cows

To see this one, you need to play as Chaos in the Ruins. Set up a Sudden Death match by making sure each player wins only one round apiece in the match (i.e., don't hit each other at all in the third round), then carefully time a Fart of Fury so that the green cloud is in the air as the Sudden Death round begins. You should see cows falling from the sky instead of flaming meteors. If Sudden Death occurs on Blizzard's stage, hail will pour from the sky.



Yes, folks, it's the Fart of Fury. This flatulent attack is just one of the many examples of pre-teen humor you'll find in Primal Rage.

nonetheless.

There's a whole slew of options, from turning on gore (who would turn it off?) to having the program keep track of all sorts of stats like minutes played by each player, how long each round, match, and game lasted, which characters have been played (broken down into percentages), and a lot more. Stats aren't my cup of tea, but hey -- it was pretty thoughtful to include them.

So Primal Rage is perfect, right? Well, not quite. There are three dis-

tinct versions of the game packed onto one CD, designed to run on machines equipped with 4MB, 8MB, or 16MB of RAM. While it makes perfect sense to help broaden the market of end-users, you should know that if you're running with 4MB of RAM you're going to have live with a few sour notes. While the 4MB version doesn't cut any corners on gameplay, all of the detail that went into the characters is pretty much lost. Instead what you'll find are coarse, unappealing graphics that will ruin the biggest part of Primal Rage's appeal to all but the die-hard gamer.

The 8MB version is a noted improvement over the 4MB version, and



Talon readies himself against a leaping attack from the gargantuan monkey-man Blizzard.

steps the detail up to a nice, acceptable level. It's still not as gorgeous as the 16MB version, but fully good enough to deliver some enjoyable gaming.

As long as you've got the hardware and especially if you've got 16MB of RAM — there's a lot to like about Primal Rage. In fact, it more than makes up for Rise of the Robots, Time Warner's disappointing first attempt at a fighting game. With its killer sound effects, graphics, and slick control options, Primal Rage is the next best thing to having the coin-op in your home, and a must-buy for fans of fighting games.

-Steve Poole



The humans who survived the cataclysm that awakened the gods are basically toadies - if you're a winner, they'll be glad to worship you.

graphics and ani mation, cool sound track, and enough hidden moves and goodies to satisfy hard-core arcade fans.

You need 16MB RAM and a 486/66 to see this game at its best; pulling off some of the special moves on a four-button pad is tough. OM LINE: If you like fighting games,





The Virtual Arts Fighting Academy is the latest way of are put through ruthless training the most advar agent to the latest way of the virtual Arts mission is to destroy the Virtual Arts

s not as simple as it seems. Expect the most brutal fights ever seen, virtual is the seem of the most explosive visual effects ever seen in a "EXPECT NO MERCY."





THE EXPLOSIVE REALITY FIGHTING GAME



REFORM AND OUR PROOF STATE OF THE STATE OF T

INTERCET ADDRESS: https://www.microforum.co

**Product Information Number 170** 

# Silent Steel

Category: Interactive Movie

Developer: Tsunami

Publisher: Sigma Realmagic Interactive, 46501 Landing Parkway, Fremont. CA 94538 (800) 494-8848

Required

Double-speed CD-ROM drive; 386/33: 4MB RAM: Windows 3.1: SVGA: Mouse: Supported sound card: Realmagiccompatible MPEG controller

We Recommend

486/33: 16MB RAM

M.S.R.P.: \$59.95

ince the beginning of the multimedia craze, gamers have been conditioned by countless disappointing experiences to be very wary of interactive movies. But, once in a while, one comes along that just works for what it is. Silent Steel is one of those. Sure, there's not much to do, and there are far fewer hours of gameplay than you'll find in other adventure games, but the overall quality of the product is far better than we've seen in other games of this type. The requirement for special MPEG hardware limits the number of users for Silent Steel, but if you're one of the few who have been willing to invest the money, Silent Steel is an entertaining story that shows some real flair. (Editor's Note: A non-MPEG version of Silent Steel is available, but its video quality is considerably lower than the Realmagic product's.)

Most of the game takes place on the



The acting in Silent Steel, as well as the writing and editing, are top-notch - or at least as good as most syndicated TV shows.

Interactive movies are supposed to be the bane of any serious gamer, but once in a while one comes along that actually works.



Although it requires special MPEG hardware, Silent Steel features some of the most impressive video you'll find in a PC game.



Silent Steel's video was shot in authentic locations, like the deck of this aircraft carrier, or inside an actual submarine.

U.S.S. Idaho, although there are scenes onboard ASW choppers, an aircraft carrier, and in enemy subs. The game puts you in the role of the commander of a nuclear submarine on patrol. A Kiloclass sub from Libya has just slipped out of the Mediterranean, and no one is sure where it is or what its intentions are. The entire game is based on video seen from your perspective as you hunt the Kilo and deal with other threats.

From the morning cup of joe to the faces of your men as they die, you see it all in full-motion, full screen video. And this is top-flight video: professionally shot, acted, and written. Filmed on an actual sub, with some stock sub footage and good special effects shots for action and underwater exteriors, this looks about as good as something you'd see on syndicated TV - about "Baywatch"

or "Hercules" level - which means it's much better than most game footage.

The interactive elements, which start to kick in after the first reports come in, are a bit thin. You're offered a set of options. three at a time, to react to each situation. Should you hunt the sub, stay on patrol, or contact a nearby carrier group? Each decision you make takes the action in a different direction, with allegedly - thirty possible endings (a lot of these endings

involve failure). Crew members, from your XO to the sonar operator, come and go, asking for decisions to be made, offering new pieces information, or just giving you new problems to deal with.

There are various options to choose, from dropping countermeasures, to evasion or attack, but only a handful will keep you and your crew from a watery grave. There is, however, only so much you can do with interactive video, and there's only so much video you can put on a few CD-ROMs. Play time is short and the challenges involve simple decision making. But it's still a fun, immersive experience while it lasts. You might be surprised by how entertaining it can be at times, and while it goes against all the conventional wisdom about what gamers want (complexity, replayability, challenge), it's still an entertaining yarn.

T. Liam McDonald

hardware), acting,

and writing make

drama work well.

Excellent video (with MPEG

Wafer-thin game elements and very little replayability.

A surprisingly entertaining game, despite its lack of substance.

# The New F-16 Series. When failure is not an option.



12 programmable functions



7-16 Flight Stick 4 button joystick



20 programmable functions. Makes other standard joysticks programmable as well.

Available for Mac and PC.



7-16 Combat Stick
14 functions. Programmable
when used with the Pro Throttle.

OH, so the F-16 Series of controllers from CH Products costs a couple buchs more than the cheap stuff. But this is war, and a failed flight controller means sudden death. The F-16 Series and Throttle Line deliver the the excitement of a real Falcon cochpit. They're made to stay in the fight long after others have bought the farm. A three year warranty proves it.

The F-16 FighterStick offers easy point-and-click programming. Add the Pro Throttle to the CombatStick, and you can fight with both hands without ever touching the keyboard. Both throttles work with all

CH joysticks, and most other controllers, too. Plus, they improve the game play of your favorite robot, combat, space or flight sim software.

So fly on over to your computer retailer and grab onto the most advanced and sensitive controls you'll ever use. Or get accustomed to getting missiles up your tailpipe.

970 Park Center Drive Vista, CA 92083 Phone 619 598 2518 Fax 619 598 2524 Internet address: http://www.chproducts.com America OnLine: CHProducts@AOL.com CompuServe: Go GAMEDPUB

Product Information Number 111



800-699-4263



**ROMANCE** THE THREE KING-DOMS IV: WALL OF FIRE' It's the 2nd Han Dynasty and China is on the verge of collapse Infighting among the court families and the emergence of powerful warlords dominates. 558 different offi cers, including 108 in-spired by the player's imagi CD \$39 nation.



'MILE HIGH CLUB' Soar to new heights! Eight of the best selling flight sims ever created! Wing Commander, Wing Commander Academy, MIG-29, Megafortress, Heroes of the 357th, ATAC, JetFighter 2 and F-14 Tomcat. CD \$26



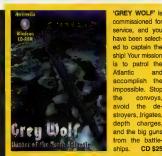
BATTLES IN TIME' Warfare is not won based on any one sinale element, it is a delicate balance of all rele vant components. Maneuver armies as whole. create diversions and where armies will do battle in the strategic CD \$35 map



GIRLFRIEND TRACY' The newest personality available. Girlfriend will outlast any other game you have ever played. Tracy combines artificial intelligence, virtual reality and sound unlike anything else CD \$39 available



SIET SKI BAGE' A pounding 360 3-D free for all combat race Windows! Rage through flooded city streets of San Francisco and collect points while taking on aquatic arsenals. jumping shark pits, and dodging floating mine CD \$39 fields



commissioned for service, and you have been selected to captain the ship! Your mission is to patrol the and Atlantic accomplish the impossible. Stop the convovs avoid the destroyers, frigates, depth charges and the big guns from the battle-CD \$25 shins

## **IBM HARDWARE**

Adv Gravis U-sound ACE \$79 Ad Gravis USM/Doom 2\$169 Altec ACS 3 Spker Sys \$179 Batter Up CH F-16 Combatstick CH F-16 Flighterstick CH F-16 Flightstick \$75 \$36 CH Flight Stick Pro \$48 CH Mach 3 Joystick CH Pedals \$41 CH Pro Pedals \$74 CH Pro Throttle \$75 **CH Throttle** \$60 CH Trackball Pro \$75 CH Virtual Pilot Pro \$69 Gravis Eliminator Card \$19 Gravis Firebird Gravis PC Game Pad \$19 Gravis PC Padw/Descent\$27 Jazz J- Speakers Cal Joyswitch Koss HD Speakers \$38 Labtec CS Speakers Call Labtec CS Speakers Logitech WingMan Ext Maxx Cobra Flightstick Mitsumi Quad Speed \$39 \$215 NEC Multispin 6xi Drive \$479 Net Cruiser \$12 \$42 Notebook Gameport PC Virtual Golf Club \$119 Plextor 4 Plex 4x Int \$329 Reel Magic Vid Upgra ShareVision PC 300 \$159 \$649 Sound Blaster 32 IDE Sound Blaster 3Xi Omni\$299 Sound Galaxy BX2/Spkrs \$29 Sound Galaxy NX2/Spkrs \$49 Spacehall Avenger \$112 Suncom F15 Eagle Suncom F15 Hawk \$39 Tmaster Driving Sys ea \$108 Thrustmaster F16 TQS \$108 Thrustmaster FLC Sys \$108 Tmaster Game Card Trinster Weapon Sys Mk2\$89
Thrustmaster XL Action \$24 Total Control V Controller\$29 VFX 1 VR Headgear \$949 Vivid 3D Pro \$105 Yamaha SBS 300 Spkrs \$88

PCG1205P1

### **IBM ACTION**

\$24

\$49

\$40

4x Frenzy Crusader: No Remorse \$48 DiZone 1 or 2 ea Doom 2: Hell on Earth \$43 Duke Nukem 3D Magic Carpet 2 \$42 Maximum Roadkill Ruins Space Hulk 2 Star Trek Generations Tek War \$46 Warhammer 40K Witchaven \$46 XS

\$37 **IBM ARCADE** 3D Ultra Pinball Batman Forever Corose Killer \$35 Crystal Calibum \$29 Drágons Lair 2 \$30 Hive Magnaflux Runner \$19 Monster Island \$44 Monty Pythons Waste \$48 Mortal Kombat 3 \$47 \$29 Pinball Illusions Pinhall Worlds \$35 Rebel Assault 2 \$48 WWF Arcade

#### **IBM HINT BOOKS**

7th Guest 2: 11th Hour \$16 Across the Rhine Bioforge \$17 Dark Sun 2 Dungeon Master 2 Full Throttle \$16 \$16 Jagged Alliance \$16 Legend of Kyrandia 3 \$16 Mechwarrior 2 Phantasmagoria \$16 Ravenioft 2 \$12 Space Quest 6 \$16 Star Trail \$16 Stonekeep \$16 Wing Cmmander Armada \$12

# **IBM ADVENTURE**

10th Planet 7th Guest 2: 11th Hour \$53 Alien Alley \$44 \$48 Atien Alliance Alien Trilogy Alien Virus \$38 \$24 Archangel Atmosfear Big Red Adventure BioHazard Five \$40 Bioforge Black Diamond \$38 BrainDead 13 \$48 \$28 Buccaneers Cadillacs & Dinosaurs Calia 2095 Chronicles of the Sword \$31 Chronomaster \$47 Commander Blood \$39 Creation \$52 \$44 Crossfire Cyberia 2 \$48 Cybermage Damnesia \$26 Damocles \$35 Dark Forces \$47 Darker \$31 Darkseed 2 Defcon 0 \$39 \$29 Dinonauts \$40 \$29 Dust Entombed Entomorph \$35 Extractors \$34 Fade to Black \$47 Fighting Fantasy \$40 Flashback \$35 Flight of Amazon Quee \$19 Fox Hunt \$47 \$46 Frankenstein Freelancer 2120 \$41 Full Throttle \$46 \$43 Gabriel Knight 2 \$48 \$45 Gadget Gender Wars \$38 \$46 Harvester Heart of Darkness \$55 I Have No Mouth

### IBM ADVENTURE

Ice & Fire \$47 Indestructibles \$44 Inherit the Earth \$24 Into the Shadows \$48 Jagged Alliance Journeyman Project 2 King's Quest 7 \$55 \$49 King's Bansom Kingdom O' Magic Knights Chase \$42 Krazy Ivan L-Zone \$40 Lawnmower Man 2 Legend of Kyrandia 3 Leisure Suit Larry 6 \$25 Lion \$39 Loadstar Lost Eden \$39 Lost Files of Sherlock 2 Lost in Town \$44 \$25 Maabus Mission Critical \$34 Monstrous City \$44 \$48 Night Trap Odyssey Pandora Device \$44 \$54 Parasite \$37 Police Quest 5 \$48 \$48 Power Dome Prisoner of Ice \$42 \$41 Promised Land Riddle of Master Lu \$49 \$49 Ripper Scroll \$38 Secrets of Stargate \$28 Shannara Simon the Sorcerer 2 \$37 Space Quest 6 \$45 \$37 Star Trek. Judge Rites \$15 Star Trek: Academy Terminator Future Shock \$44 Terra Nova \$41 The Dig \$48 \$37 Tong Nau Trouble is my Biz Under a Killing Moon \$29 \$39

Urban Decay

\$29

Wetlands

### **IBM ROLEPLAYING**

Alien Legacy \$36 Anvil of Dawn \$34 Betrayal at Antara \$48 Cyber Space \$38 CyberJudas Death Keen \$42 \$44 Dungeon Master 2 \$37 Elder Scrolls 2 \$48 Hunters of Ralk \$48 Kingdoms: Far Reach Knights of Xentar \$34 Lands of Lore 2 Lords of Midnight \$48 Realms of Arkania 3 Star Trek Deep Space Star Trek TNG: Unity \$41 Stonekeen \$50 \$19 Stronghold Superhero Hoboken Terracide \$34 \$48 Thunderscape \$44 Illtima 9: Ascension \$52 Vampire the Masquerade \$48 IBM SPORTS

3-Decathlon \$40 Barkley: Shut Up &Jam Blood Bowl ESPN 2 Extreme Games \$34 \$44 ESPN Hockey Euro Golf FIFA Internat'l Soccer '96 \$40 F Page Sports Bsball '96\$48 Front Page:Ftball Pro '96\$48 Hardball 5 \$40 Internation'l Tennis Open \$44 Jack Nicklaus at Muirfield \$40 Links Pentium \$49 inks Pro 386 Golf Maddem Football '96 \$40 NBA Jam Tournament \$44 NBA Live 96 \$40 NFL Coaches Club \$29 NCAA Football \$44 \$40 NHL Hockey 96 PBA Bowling Troy Aikman Football \$45

Winter Sports

### **IBM SIMULATIONS**

A-10 Attack \$40 A10 2. Silent Hunter \$48 Absolute Zero \$42 Aces of the Deep 2 \$48 Across The Desert 1941 \$48 Air Warrior 2 \$34 \$35 \$45 Apache Army Air Corps: 1942 \$48 Battlecruiser 3000 \$48 Dawn Patrol 2 \$42 Destruction Derby \$36 EarthSiege 2: Skyforce \$48 F-16 Fighting Falcon \$44 FA 18 Homet \$54 Falcon 4.0 \$49 Fighter Duel Pro 2 \$33 Fighting Falcon Flying Tigers Indy Car Racing 2.0 \$47 \$42 \$40 \$41 Jet Fighter 3 Jet Ski Rage \$39 Last Dynasty \$48 M1 Tank Platoon 2 \$48 Mechwarner 2 \$46 Metal Lords MetalTech: EarthSiege Microsoft Flight Sim 5.1 \$45 \$48 M-soft Flight Sim F Shop \$38 M-soft Space Sim 1.0 \$44 \$44 Net Race Silent Hunter Slip Stream 5000 \$46 \$35 Super Tank Commander \$40 Terminal Velocity \$29 \$36 The Need for Speed \$47 Tie Frahter Top Gun: Fire At Will! \$44 \$42 Trophy Bass \$48 U-Boat 2 \$36 Warhawk Werewolf Vs. Comanche \$48 Wing Commander 4 \$51 Wing Cmnder Armada \$15 Wine Out Wrld Circuit Racing GP2 \$41

© 1995 CHIPS & BITS, INC.

\$28

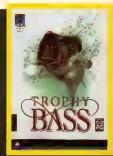
X-Wing Collector's Zone Raiders

\$46

# IN THE TOTAL OF THE NAME OF THE PARTY. TERTAINNENT



CH PRO RUDDER PEDALS' has dual operating modes with realistic forward and back pedal motion for flying. Also has independent throttle and brake control for ealistic driving games. Features an anti-skid base. \$74



TROPHY BASS From weather conditions and equipment selection to presentation techniques and fighting a lunkbucketmouth. Trophy Bass will make you feel like you're at the local hot snot. Nine high resolution virtual lakes ensure that vou'll have plenty of water to cover. CD \$48



'THEXDER' players control a transformer type robot called THX-DR122 or Thexder, as he flies, runs, jumps and rolls through 50 different science fiction environments. Thexder acquires additional charactenstics and talents with the ability to morph into other objects as he battles challenging enemies. CD \$40



GLAMOUR GIRLS 2' 10 of the most beautiful women with firm, tight bodies, exposing themselves to you, on this amazing CD Over 40 erotic videos of girls ready and waiting to reveal their luscious bodies for your eyes only. CD \$24



Lights blur, the crowd whizzes past. Your helmet rattles against the roll bar and the competition switches into overdrive stream from your eyes as the race moves into extreme speed Switchable points of and zooming graphics. CD \$41

SCREAMER



LAST DYNASTY An ambitious and powerful adversary, Iron, has attacked the galaxy in search of the Universal Knowledge. The only hope for planet Symest 4 rests on the shoulders of a naive young adventurer, Mel Rauq. With time running out, Mel must use everything he knows to defeat Iron or the planet will be doorned. CD \$48

# IBM STRATEGY

1830: RR&Robber Baron \$34 Advanced Civilization \$34 Allegiance AP2 Ascendancy \$44 Awful Green Things \$35 Battles in Time \$35 Black Beard Breach 3 \$40 Caesar 2 \$47 Civilization \$25 Command & Conquer Conquered Kingdoms 2 Conquerer A.D. 1086 \$38 \$37 Conquest of New World \$46 Deadline \$38 Dungeon Keeper \$48 Empire 2 \$34 Exploration \$40 \$35 Escalation HercForce WIN \$48 Heroes of Might & Magic \$34 High Seas Trade Lemmings 3D \$31 Lost Admiral 2 Machiavelli The Prince \$38 Master of Antares Master of Magic \$25 Master of Orion \$25 Millenia \$42 PTO 2 \$34 Pax Imperia 2 \$46 Perfect General 2 \$38 Romance 3 Kingdoms \$39 Sim Ant \$19 Sim City 2000 \$29 Sim Earth \$19 SimIsle \$35 SimTower \$33 \$40 Space Bucks Space Miner \$36 Star Control 3 \$46 Transport Tycoon \$24 Warcraft 2 \$46 Warcraft:Orcs & Humans \$39 Warhammer Fantasy Btls\$44 Warlords 2 Dlx \$41 Wooden Ships&Iron Men \$39 X-Com: Tactical

X-Com: Terror from Deep\$39

\$25

X-Com: UFO Defense

© 1995 CHIPS & BITS, INC.

### IBM TRADITIONAL

\$29

\$39

\$37

\$29

\$24

\$44

\$32

\$40

\$46

\$29

\$41

\$28

\$40

\$32

\$22

\$42

\$35

\$39

\$40

\$40

\$24

Bridge Deluxe 2 Bridge Master Champ Caesar's Gambling Card Players Paradise Casino Deluxe Dragon Dice Game Wizard Pro Hoyle's Card Games Hyper 3D Pinball Incredible Machine 3 Knight Moves Locksmith Magic the Gathering Mega Maze Monopoly Ms. Metaverse N Y Times Crosswords Paparazzi Solitaires Journey 2 The Infinity Machine USCF Chess Virtual Pool Virtual Vegas 2

### **IBM WAR GAMES**

7th Fleet \$39 Allied General Battleground Gettysburg \$42 Battleground, Ardennes Beyond Squad Leader \$45 Big 3 \$24 CincPac Midway D-Day: America Invades \$39 Fantasy General \$42 Gene Wars \$44 Great Naval Battles 4 \$44 Harpoon 3 \$39 Iron Cross 2 \$39 Last Blitzkrieg \$41 Panzer General \$39 Perfect General 2 \$38 Sid Meir's Civil War \$58 Steel Panthers \$39 Third Reich \$34 This Means War \$42 Victory at Sea \$42 WW 2: 1939-1945 \$40 War College \$36 Wargame Construct Set 3 \$42

### IBM ADULT INTERACTIVE

Adv of Seymore Butts 2 \$49 County Line \$44 California College Girls 2 \$24 Cyber Strip Black Jack \$44 Cyber Strip Poker \$44 Cyberneen 2 ea \$34 Designer Bodies Diva X \$49 Dream Machine 2 \$49 Girlfriend Teri 430 Girlfriend Tracy Hot Slots \$37 Intimate Possibilities \$49 Love Slaves Luscious Ladies \$39 \$24 Max the Naughty Dog \$49 \$45 Midnight Stranger Net Erotique \$39 Nightwatch Interactive 3 \$49 Penthouse Interactive 2 Penthouse Interactive 4 \$59 Poker Party CD Scissors N' Stones \$45 \$29 Space Sirens 1 or 2 ea \$39 Strip Poker Pro Vampire's Kiss Virtual Director \$38 Virtual Sex Shoot \$52 Virtual Strip Tease Virtual Valene 2 \$39 Virtual Vixens \$24 Virtually Yours 1 or 2 ea \$49 WanderLust \$44 Wheel of Fantasy CD \$26 Winner Takes All

### IBM ADULT MOTION

\$24 Bad Company **Bobbit Uncut** \$32 Elements of Desire \$34 Endlessly \$24 Oriental Action \$26 Pleasure Dome \$28 Racquelle in the Wild \$24 Secrets 2 \$24 Select a Pet 2 \$29 Ultimate Teasers \$19 Urotsukisoji Collection \$48

\$24

\$25

\$26

\$24

\$24

\$32

\$24

\$30

\$29

\$26

\$26

\$26

\$25

\$26

\$26

\$26

\$26

\$26

\$26

\$26

\$26

\$26

\$26

\$26

\$26

\$26

\$26

\$26

Doom

Asian Palate 2 Celebrity Nudes Erotic Fantasies Erotic Giant International Beauties Oral Fixation Shaved Pink Stripping Hot Girls Tabloid Beauties Tokyo Glamour 3DO ADULT SOFTWARE

Blond Justice Death Mask \$29 \$48 Endlessly \$29 Hot Roxx \$29 Immortal Desire \$29 Intimate Journey \$29 Mind Teazzer 2 \$29 Neurodancer \$39 Pleasure Zones Super Models Go Wild \$29 The Coven Voices in My Bed \$29 Winner Takes All

# **CDI ADULT SOFTWARE**

Above the Knee Affairs of the Heart American Blond Babes Illustrated 2 Bad Company Bad Girls 1 or 2 ea Blind Spot Cat House Dirty Looks Endlessly Exposure Ice Woman Intimate Journey Killer Looks Mask Naked Reunion Passion Files Sex 2 Shame The Coven

3DO System \$299 7th Guest 2: 11th Hour \$52 AD&D Slayer \$52 Alone in the Dark 2 Alien Trilogy \$46 Battle Sport \$52 Blazing Dragons Blade Force \$52 Boxing 96 DarkNet BrainDead 13 \$52 Carrier: Fortress at Sea \$52 Descent 2 Creature Shock Destruction Derby Cyberdillo \$52 Cvberia \$46 Daedalus Encounter \$64 G-Police Madden NFL 96 Deadly Skies \$52 \$52 Must Dragons Lair 2 \$52 Firewall \$40 NFL Game Day NHL Hockey Flying Nightmares \$52 Foes of Ali \$52 Novastorm Killing Time \$52 Loadstar \$52 Parasite Lost Vikings 2 \$46 Raiden Maximum Surge Tekken Mirage NHL Hockey 96 \$29 \$52 Perfect General \$56 SATURN Phoenix 3 Saturn System 3D Baseball 95 Planet Strike \$52 Police Nauts \$52

\$59

\$47

\$48

\$52

\$52

\$52

Wing Nuts XS \$54 7th Guest Burn Cycle \$46 Creature Shock Crime Patrol Dragon's Lair 2 Kingdom:Far Reaches Litil Devil \$44 Mad Dog McCree 2 Space Ace \$50 Zelda Wand of Gamelon \$44

Quarterback Attack

Robinson's Requiem

Rock & Roll Racing

Return to Zork

Shock Wave 2

Varuna's Force

Star Fighter

# **PLAYSTATION**

\$52

\$50

\$52

\$52

\$52

\$52

\$52

\$54

\$54

\$52

\$48

\$52

\$52

\$52

\$52

¢54

\$49

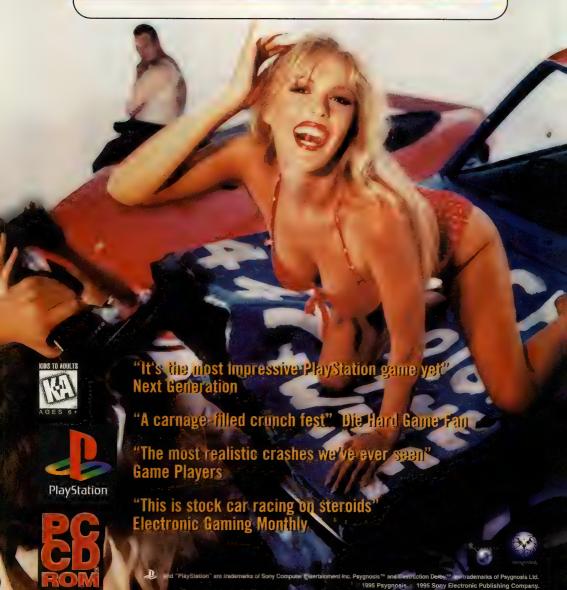
\$46

\$419

Playstation Core 7th Guest 2: 11th Hour \$319 Agile Warrior: F-111X Dungeons & Dragons \$52 FIFA Internat'l Soccer 96 \$52 NBA Jam Tournament PGA Tour Invitational WarHawk: Red Mercury \$52

\$58 Alien Trilogy \$52 Dark Stalkers \$54 Descent 2 \$52 Hardball 5 \$54 NBA Jam Tournament NFL Quarterbck Club 96 \$52 NHL All Star Hockey \$59 Night Warriors Prime Time NFL FB 96 \$59 Rally RayMan \$52 \$52 Romance 3 Kingdoms 4 \$58 Sim City 2000 Solar Eclinse \$52 Space Ace \$52 Upper Deck Basketball VR Baseball \$54 \$56 Virtua Racing \$52 Werewolf: Apocalypse \$66 Wing Commander 3 \$59 World Series Baseball 950 Worldwide Soccer \$46





Product Information Number 221

# Warlords and Shouting Sub Aces



which I counted as one of the best enhanced titles I'd seen, featuring new interviews with actual U-boat aces and a very well-done online reference work.

# Command: Aces of the Deep

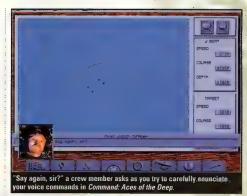
As you might expect, the expansion disk and enhanced version have now been bundled together on a single "deluxe" CD-ROM and given a spit-and-polish with Super VGA graphics. But Dynamix decided to make things a little different with Command: Aces of the Deep.

Yes, the graphics are better: the SVGA really shines in some instances, though in gameplay SSI's forthcoming Silent Hunter still looks better. But Dynamix also realized that people would be hungry for titles native to Windows 95, so they made a full conversion of AOD to take advantage of it.

The SVGA graphics in Command: Aces of the Deep look pretty sharp, in general.

The results are mixed. I never did see the opening animations, and the game suffered some funny graphic and pallet shifts during play that I don't recall in seeing in the DOS version. I also had considerable problems with General Protection Faults that I'm still trying to track down, with help from Sierra. So the jury's still out on how well it actually runs.

The big news for Command is that it is the first game to use voice control for play. By that, I mean you set up your sound card and a microphone, start up the game, set a volume level, and begin shouting commands. "Come to Periscope Depth!"



Liam McDonald

"Dive! Dive!" "Man deck gun!" and "Fire!" all perform the actions that keystrokes or mouse clicks normally would.

There are several dozen commands, including shifting stations, setting speed, bearing, and depth, calling up reports and gauges, and other functions. The technology involved is IBM's VoiceType, which was designed to control business applications and take dicta-

tion. IBM itself is using similar technology for their The Jungle Book game.

But how does Command work? Pretty well, most of the time. I was using the Sound Blaster AWE 32 microphone setup, which IBM acknowledges doesn't work too well with their system. (An IBM VoiceType

Thu tations Inframponiant of Acce of the Deep gives Tam n pood need n to you at the computer, and ii danamensily audition from Wallight Health (Feet) Austrillir gnts III CD-ROM Ingot II

microphone is recommended, though models from Radio Shack, Sennheiser, Audio Technica, Conneaut, and Electro-Voice also tested

When I set the levels correctly and spoke in a clear voice a few inches from the mic, about two-thirds of my commands were recognized.

The rest of my commands resulted in a maddening "Say again, Sir?" comment from a crew member.

It's a promising step towards hands-free gaming, and it does seem to work fairly well. Of course, you've got to wonder what the benefit really is.

First off, you sound like an idiot, sitting there shouting at your computer. Second, haven't we really become couch spuds when we can't even lift our hands to move the frigging mouse three inches in either direction? The mind boggles.

# Warlords II Deluxe

Australia's SSG has a knack for creating solid, playable games that are wide-open to user tweaking. Their Carriers at War titles have a scenario builder that actually lets you go in and muck about with the Al routines, and while Warlords II didn't have this feature (as a fantasy game, it didn't really need it), there was a Scenario



# Sierra's Command: Aces of the

# Deep is a promising step toward

# hands-free gaming.

Builder released for it that had lots of power.

SSG has given Warlords II a bit of a facelift, bundled it with an enhanced editor and sixty new scenarios, and put it all on one CD-ROM as Warlords II Deluxe. There have been no huge changes made for Warlords II Deluxe. but the cumulative effect of countless little changes make the game feel fresh.

First off, there are the enhanced SVGA graphics. Things look better for the most part, though the stiff unit icons could have used a little more polish. The biggest change, however, comes in a new set of indoor tiles that let you build large castles, dungeons, and walled cities inside a scenario. This tile set is superbly done, and gives a whole new slant to scenarios

#### Bug Patches

atches are available on the CD-ROM edition of PC Gamer in the X-PATCHES directory, from online sources such as the Internet, CompuServe, and America Online, and through game publishers. One good source is The Games Domain on the Internet: Intp://wcfrs.bham .ac.uk/GamesDomain/patches/patch es.htm. Be warned: it can be slow at times, since it gets a lot of traffic.

Dawn Patrol v.12 Includes new SVGA drivers for Trident Video Cards and an updated flight model

Dungeon Master II. Patch deals with sound problems in both the demo and final version.

Flight Unlimited 2.0: Contains two "physics" fixes and two video fixes, as well as correcting the joystick non-detection bug, a divide overflow error when using older mouse drivers, and hat cali-bration on Thrustmaster and Wingman joysticks. This patch will

most sophisticated terrain edi-

added, several of them featur-

New scenarios have been

tors I've seen.

and scenario building.

also add total energy compensation to the Grob's variometer. Note: This patch does not fix the joystick miscalibration bug. They will be releasing a newer version of this patch as soon as they fix that bug.

Lords of Midnight Patch 1: A general maintenance patch.

Mechwarrior 2 joystick patches: These don't fix all problems, but take care of drifting in many cases, as well as letting users have a joystick enabled and still play NetMech.

Rebel Assault v.1.8 Intended to fix "Unexpected Interrupt" errors, joystick jumpiness, problems when running on dark monitors, running sound cards set to DMA 0, and some DOS extender incompatibilities.

SimTower v.1.1 A general maintenance patch.

Scouts), show SSG's imagination and sense of the genuinely weird. With sixty scenarios and an infinite variety of userdefinable and random maps and scenarios, there's a lot of play. But is it worthwhile if you already have the original? Only if you don't have the scenario editor or are really a fan of the series. This should, however, attract new gamers who never played the original or missed the expansion disk.

A little more could have been done to make the game look better (animations, better sound effects, and so on), but in the end it's the play that matters, and Warlords II Deluxe plays pretty sweetly. PCG

Various settings give the terrain a wide range of textures, colors, and patterns, creating more sophisticated maps. There are even fractally generated maps and something called "geomorphs," which make for an even wider range of control over the creation of tiles. It's one of the

ing the new dungeon and cavern tile sets, and others, such as an "all babe" battle set on a female planet (and featuring such units as Grannies and Girl



Dungeon and cavern scenarios and tile-sets take Warlords II Deluxe into whole new realms.



An "all babe" scenario is probably the strangest addition that Australia's SSG made to Warlords II Deluxe.

# LAST LAP, YOU'RE .08 SECONDS BEHIND THE LEADER. IF YOU ONLY HAD A POWER GRAPHICS

PENTIUM(TM)



NASCAR Racing



NASCAR Racing OCopyright 1994 Papyrus Design Group, Inc.

THRUSTMASTER T I

Strap yourself in for some fender-rubbin', tire-burnin', whiteknuckled excitement with your 100+mhz HI-OCTANE machine built from the asphalt-up to put you in victory lane!

Our computers are designed and built to run the toughest CPU-CRUSHING games. We rest our components for speed, reliability, and compatibility, and only use the best! Our technicians are avid gamess, they know what it takes to run the toughest new software and our machines ship out READY TO ROCK! All software pre-installed, (including NASCAR) setup and ready to run! We even setup and calibrate the steering wheel!!! Shareware game demos included! Call!

WE BUILD THE ULTIMATE GAMING PC! 24 megs of RAM, 6x CD, full tower 17" monitor, Subwoofer system, Soundblaster 32, 133 or 150mbz Pentium Call for Quote! 100, 120, or 133mhz Pentium Intel® Triton chipset mainbd. 16550 uart, 4 EIDE support 16 megs ram 1.28 GIG HDD (10ms) 4 cd-rom dry (600kps) Superfast 28,800 v.34 modem Soundblaster 16

Mid tower case.

14" .28 NI svga monitor.
(15", 17", & 20" digitals available).

Thrustmaster TI wheel.

WINDOWS '95 (DOS & Win 3,1 also available)

MS Works, & Money 100mhz \$2699

120mhz \$2899 133mhz \$2999 150mhz \$ call

(Prices are dropping. Call for Quote)

Dos & Windows for Dummies

(reference guides) included free!

(one year warranty, parts & labor)

STATE TO A STATE OF THE STATE O

HNANCING AVAILABLE

# POWER GRAPHICS COMPUTERS (205) 856-9873

1641-A CENTERPOINT PKWAY. BIRMINGHAM, AL 35215 CONNECTED TO THE GAME EXCHANGE IN CENTERPOINT

NASCAR is a registered trademark of the National Association of Stock Car Auto Racing Inc. NASCAR Racing is officially licensed by NASCAR® Rapyrus is a registered trademark of Papyrus Design Group Inc. ©1995 Hendricks Motorsports, Jeff Gordon Inc.





in Hinles on Victoria

Endless hours of fam loanning and eventivity

# More multimedia fun from Corel:



Wild Cards™ The fun way to learn popular card games!



Wild Board Games' The fun way to learn popular board games!



Adventures with Edison' Become a Renaissance Kid!



Bernard of Hollywood's™ Marilyn

A multimedia journey through the life of Marilyn Monroe



All-Movie Guide The ultimate guide to the movies!



A Division of IPC Technologies, Inc.

1-800-952-9816

\*US\$ plus applicable taxes **Product Information Number 116** 



# The Learning Game

THE LATEST TRENDS & DEVELOPMENTS IN EDUCATIONAL SOFTWARE

# **Building Better Books**

have a love-hate relationship with electronic storybooks. In the grand universe of children's software. these programs shine among the brightest stars. Many of them are among the most inventive, the most entertaining, and the most respectful of the minds of children. They often start with excellent paper-based books, so they have a head start

Broderbund is still the leader in this market, by my reckoning, but other compa-

nies are gaining on the front runner. Enteractive and Harper Collins Interactive have both released excellent programs recently, and in the past, I've discussed such gems as IVI's What is a Belly Button and Dorling Kindersley's The Way Things Work.

Excluding The Way Things Work - which was so extensively illustrated and annotated that it was almost interactive in its paper-based form - what has bothered me greatly about even the best electronic storybooks was how irrelevant the point-andclick animations were. Dancing flowers, frolicking bugs, wavering ghosts moved through scenes unnoticed by the main characters. These incidental animations rarely affected their surroundings, and served only to inject nonsense humor into stories.

Okay, injecting more humor into children's books is a noble mission. Humor engages children, enriches stories, and may convince kids to learn to read when other devices fail. I'm all for humor, really. I always wish, though, that these incidental animations would weave themselves a little more tightly into the fabric of the story.

And recently, the computer genie who visits me on rare occasions heard my desperate plea and said, "Your

Dr. Seuss' Ichabod & Izzy

wish is my command." Harper Collins Interactive, Enteractive, and Broderbund have all released electronic story-books that exploit their incidental animation beautifully, supporting the story lines and creating a sense of unity in a medium that can feel quite fragmented when five or six animations interrupt the narration of a story.

Now, if the genie would just get these companies to put some grown-up books on CD-ROM, I'd give the poor guy a vacation for a while.

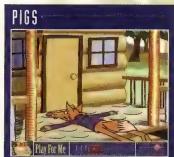
# Pigs

Imagine a wolf in mid-life crisis, a family of maladjusted

airplanes. Their expectations as homeowners fall quite short of Tucker's.

When the Big Bad Wolf comes along, he meets far more challenges than the traditional tale relates. But rest assured, the resourceful wolf is poorly rewarded for his ingenious schemes.

Rest assured, too, that Pigs offers as much value as any good electronic story-book should. The plot is compelling — even if it is familiar. The gags are among the



In Enteractive's *Pigs*, the big bad wolf huffs and puffs and blows himself down, leading him to rethink his career choice.



pigs, and a variety of pathways through their lives, and you get a good idea of Enteractive's new electronic storybook, Pigs. Inspired by the familiar plot of the Three Little Pigs, Pigs' developers stomped all over the fairy tale, scraped the result off the floor, and packaged a truly amusing story that thrives on the computer.

The three little pigs,
Doug, Pug, and Tucker, have
lived with their parents for too
long. All three are in their late
twenties, and Ma and Pa Pig
have had enough. Sent off into
the cold, cruel world.

Tucker constructs a house out of his massive coin collection. Rolls of quarters comprise the walls of the house.

With a few more rolls

of silver dollars, Tucker can add a patio. Meanwhile, the twins — Doug and Pug — construct their house out of scraps from old

Cir. Cir. Halai Inn. Inn. Ily Cir. Illustration State and Cir. Cir. Ily Cook State and Cir. Cir. Ily Cir. Cir. Ily Cir. Cir.



The narrator frog and the big bad wolf bat tle over whether they can fit a bulldozer into the script in Enteractive's Pigs.

funniest I've seen without nose-diving into too much tasteless slapstick. (The program features a few slapstick routines, but doesn't rely on them.) The presentation is handsome, with polished graphics, fine songs, and sharp sound effects.

Unlike other good electronic storybooks, however, Pigs offers the most childguided approach to exploring a story that I've seen. Rather than presenting kids with incidental hot spots on the page objects that dance or frolic when clicked on - Pigs offers children a choice of how the story will progress. For example, outside the twins' house, clicking on the wolf's hand transports kids to the costume shop where they can choose a pizza delivery suit or a United Pigs Delivery uniform for the wolf to use in his next scheme. Clicking on the wolf's mouth. on the other hand, branches off toward the wolf singing "I'm Tired of Being a Wolf,"

followed by his decision to stop chasing pigs for good. Children's choices seem to affect the course of the story far more profoundly than in other electronic storybooks.

Carving out a small niche for itself, Pigs is significantly distinct in style and operation. But in its departure from the norm, it meets the high standards set by Living Books and other fine programs.

# George Shrinks

Whether it's the triumph of the tiny or the weirdness of the wee ones kids have devoured stories of mighty munchkins like petit fours at a wedding reception. In this vein, George Shrinks - a fine picture book by William Joyce - has been turbo-charged by Harper Collins Interactive. This CD-ROM-based program spins the tale of George, who suddenly finds himself kneehigh to a frog.

After climbing out from under his covers, the thumbsized George finds a note that his mother and father have left for him. It instructs him to make his bed, brush his teeth, wake his brother, and so on. Each task on the list would seem quite ordinary for a boy of three feet or so, but for miniature George, these jobs present perplexing challenges as well as amusing possibilities. He skis down the dirty dishes on a sponge; he sails his toy boat in the bathtub; and he scuba dives in the goldfish bowl. Being small looks like fun through most of the book.

However, the pet cat lurks around corners, under beds, and outside in the weeds. In his tiny condition. George looks like breakfast to the feline flend, and the finale features a fine final conflict.

Besides the story-based

animation, incidental objects offer entertaining antics, too. For example, just about every water faucet pours forth some odd item - a troop of wooden soldiers with parachutes, perhaps, or a gorilla. A toy rocket and a miniature space figure show up on every page, blasting out of a bag of trash, zooming through the branches of the trees, whizzing from behind the chocolate cake that George chooses as a healthy breakfast. Though not every animation is closely tied to the story line, the rocket offers a strong sense of unity to the program.

Like no other paperbased book I've ever seen, George Shrinks begs to be animated. Nearly every line of the story is an imperative sentence, directing George to do this task or that one. In many other books, pictures are merely scenes, showing what has happened and in what condition the action leaves the characters. In George's story, the pictures teeter on the verge of change, and on the computer, kids see the imminent change occur. The animations are beautifully integrated with the text.

Unlike Pigs, George Shrinks was a final version, so I was sorry to see some strange glitches in the animation. Whole fish disappeared and reappeared even when I clicked on some other part of the screen, for example. These were minor problems, but they gave a rough edge to an otherwise polished program. Perhaps Windows 95 was the culprit rather than George - or maybe that rocket got loose in my CPU.

# Dr. Seuss's ABC

Unlike George Shrinks, Dr. Seuss's ABC

seems a poor candidate for GEORGE SHRINKS



sparsely illustrated with just enough pictures to support a rhyme or two for each letter. However, with this product, like the other two. the interactive version proves the value of electronic storybooks.

DR SEUSS'S ABC

Throughout the book Ichabod and Izzy dance across the pages. For example, on the "I" page, they scratch their backs against the floor, the wall, and even an odd back-scratching contraption — after all, "Ichabod is itchy," says Izzy, "and so am I." These two friendly tour guides offer at least one extra rhyme whenever they appear. and other characters deliver still more almost musically lyrical couplets and such. Besides the itchy "I" page, others feature a sax-blowing Nixie Nox on the "X" page and the evergracious Zizzer Zazzer Zuzz on

the "Z" page.

Dr. Seuss's ABC retains all the charm and cleverness from the paper-based book. and the added text follows suit. Some of these new passages come from other Dr. Seuss

books. The yellow Zed who darts from one page to another is introduced by a passage from One Fish Two Fish Red Fish Blue Fish. Dr. Seuss fans will find it strangely familiar, but Zed's a welcome guest as he helps Ichabod and Izzy draw the pages together.

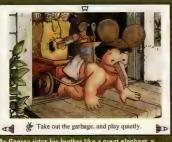
Unlike the first two electronic storybooks already discussed. Dr.



typerace and wild word balloons

Seuss's ABC has a much clearer educational mission, sprouting from the paperbased book's focus on letter recognition and phonics. But this focus on letter sounds has helped Broderbund produce incidental animations that are tightly bound to the book's content. No random, meaningless dancing daisies in this program. Each mouse-click activates a sequence that reinforces the main thread of the book.

I like this evolution of the electronic storybook genre. I want the animations to be vital to the story. Even those small items in the background should somehow relate to and be regarded by the characters because each relationship would offer more for parents and kids to talk and think about. It's hard to believe, though, that all subsequent Living Books will continue down this evolutionary trail -I'm sure the next book in the Arthur series will return to the entertaining, but often barely relevant, animations that characterize most electronic storybooks. And my child will turn to me and say "So what? I like it when the flowers dance. Who cares if the other characters aren't paying attention?



As George rides his brother like a great elephant, a rocket bursts through a bag of trash. It's the same rocket that flew out of a faucet in one room and zoomed around a chocolate cake in another.

and feed the fish

After shrinking to the size of a mouse. George finds a new and adventurous way to feed his fish in Harper Collins Interactive's electronic storybook.

# COULD ZILLIONS OF DROOLING PYTHON ZEALOTS BE WRONG?

# ABSOLUTELY.

# So, LISTEN TO THE EXPERTS INSTEAD.

Best CD-ROM

Best Game Special Award

Best Product

Best Strategy Program
OFTWARE PUBLISHERS ASSOCIATION

Best Top Ten Multimedia Products

**Best Of Everything** 

Monty Python's Complete Waste of Time. Check out this ground breaking And for all of you who refuse CD-ROM featuring a stupendous to sell your souls to WINDOWS, we now have a MAC version. strategy game, classic clips. archetypal arcade games, silly songs, strange screen savers, sick system sounds and SOLVE THE SECRET iconoclastic icons. TO INTERGALACTIC 👩 Download a little Monty Python madness on AOL (keyword: SEVENTH) or CompuServe (GO: SEVENTH) or on the web WWW.7thLevel.com. For more information or to order, call 1-800-9PYTHON ext. 114.

7th LEVEL

armation Number 13



HeadOn is compatible for simultaneous voice/data remote play with Doom, Doom II, Heretic, Rise of the Triad, Tyrian, One Must Fall, Terminal Velocity, VR Pool, Descent, Spectre VR, Wacky Wheels, Fighter Wing, Battledrome, Transport Tycoon, Dark Legions, Machiavelli the Prince, Chessmaster, Grandmaster Championship Chess, Chessnet, Indy Car Racing, Nascar Racing, Tank Commander, Warcraft, Iron Assault, Power - the Game, Hardball 4, Wing Commander, Metal Marines, Battle Chess, Empire Deluxe, Flight Simulator 5.x, Commanche, Slip 5000, Werewolf, and Blood Bowl.

0 0 % R E A L F U N

Introducing the Eiger Labs HeadOn™ interactive game modem with simultaneous voice for PCs. You can now talk to and hear your friends while playing your favorite remote games over a single, standard telephone line. Taunt each other while battling head-on or vocally coordinate strategies for team playing. Breathe personalities into game characters in your own voice and words. Just imagine- no more boring, keyboard activated pre-recorded messages. No more distracting chat windows. Now you can truly interact with other players! Doom deathmatches will never be the same!

With Eiger Labs' advanced DSVD (Digital Simultaneous Voice and Data) features, the HeadOn modem offers

maximum real-time performance for true, fast-action trigger-responsive voice/data game play.

HeadOn also includes standard 14.4Kbps data and fax modem features, and it readily fits into any standard PC ISA bus slot. Easy-to-use software is provided for

plug-n-play installation, telephone dialing/answering, and remote gaming with simultaneous voice.

Get the most realistic interactive remote gaming experience.

Get Eiger's new HeadOn modem. For more information, call 1-800-OK-EIGER or e-mail headon@slip.net.

# Includes deluxe CD-ROM with 10 popular shareware games!

HeadOn is available at major retail computer stores.

Jump to World Wide Web http://www.eigerlabs.com to find another HeadOn opponent in your area code or world.

©1995 Eiger Labs, Inc. The HeadOn and Eiger logos are registered trademarks of Eiger Labs, Inc. All others are registered trademarks of their respective owners.

**Product Information Number 123** 

# And a Cartridge in a Bare Tree...



hat? It's December already?! But I haven't even dusted off my Indiana Jones Halloween costume yet! (Indy may be old news, but vou wouldn't believe what a hahemagnet the bullwhip is

at parties). Well, since it is the holiday season, here's a whole grab-bag of digital delights. Merry Crimble and all that...

## Walk on the Web Side

Canadian TV's "The Red Green Show," a wry and amusing combination of SCTV's Fishin' Musician and every hunting/fishing/building show you've ever seen, is just entering its fifth season (now on PBS as "The New Red Green Show"), and it has its own Web site. Drop by the Possum Lodge at http://www. redgreen.com for show info and highly fashionable Red Green merchandise.

Calana Software guru and PCG reader Ed "Doogie" Bowser turned me on to the Bob & Tom Web site, http:// www.iquest.net/bobandtom.

Australian university students being ... uhh ... student-like.

America Online has just added The Weekly World News, the supermarket tabloid from the planet Zontar, to its online magazine stand. Yes, the true-life hallucinations of Eddie Clontz and his bizarre staff are on digital display for Bigfoot Buffs, Elvis Obsessives and UFOriacs.

# Smells a Bit Gamev...

Crack dot Com's Abuse hit the Net August 31 - right on schedule and much to the delight of shareware gamers everywhere - and custom levels are already popping up,

courtesy of the game's built-in editor (which doubles as a cheat utility). Let me know if you find any really good ones. (And check out Abuse on this month's CD.)

Once again, I've been suckered by another simplebut-addictive shareware game: BreakFree is a first-person perspective Breakout clone by Software Storm. It's been around for a while, so it shouldn't be hard to find BRK-FRE10.ZIP on AOL, Compu-Serve or your favorite BBS.

I've just been assigned a DWANGO account The Dialup Wide-Area Network Game Organization) so watch out - that tap on your shoulder in Doom, Doom II, Heretic or Terminal Velocity might just be me. Then again, I'm still a Keyboard Doomer, so maybe not.

Another PCG reader, Andrew Wagster, has turned me on to ZZT - an ANSI game system made by Epic MegaGames way back when. You control one of those little smiley faces as you move around the boards completing tasks and shooting monsters. What attracts many people to ZZT is the ability to create fairly decent games with just a few days training in the ZZT-OOP language.

Once you've downloaded ZZT31.ZIP from your favorite BBS, the Wagster recommends the episodes titled "CowQuest 4," "Island of Jerks 4," "Castle ZaZoomda," and "Code Red." I opted for more familiar titles based on Calvin & Hobbes, The Tick, Aliens, The X-Files" and "Mystery Science Theater 3000." The sound and graphics are truly awful, but a well-designed ZZT game will take you back to the days when gameplay wasn't overshadowed by flashy video and animation.

And, finally, leave it to comedienne Jenean Garafolo to come up with a 1990s equivalent of Mark Twain's famous "the rumor of my death was an exaggeration" line. She recently dispelled a rumor about her own bad self with the tag, "... contrary to the Internet."

The times, they are achangin'. Be seeing you. PCG

# **Online mags**

There are already a few very slick commercial gaming sites available on the Web, and it's nice to see some decent amateur efforts springing up as well. Two that have come to my attention recently are PC Multimedia & Entertainment and Titania magazines.

PCM&E, edited by Michael Bendner and Rod White, started out a bit sloppily as a DOS-based text reader (with SVGA screenshots), and while its format is still basically the same, the second issue has already shown marked improvement. PCM&E, which features news game hints, hardware and software reviews, and interviews with major industry players, can be found on the Web at http://www.mortimer. com/users/pcme/pcme.htm (note that those last letters are HTM, not the usual HTML).

Titania magazine, created by Martin A. Kozicki, was only available in beta form at press time as a series of Windows Write pages, but it looks elegant and very promising. The Web site, which should be up by mid-October, will feature news, game reviews, strategy tips, columns, contests and its own ftp site - all based on a friendly, SVGA graphical interface. The URL is http:// www.titania-pub.com.



based on the long-running adventures of Indiana radio WFBQ's immensely popular morning team. All kindsa wacky stuff here, including sound bytes and lyrics from Tom's parody band, The Electric Amish.

If the inconceivable popularity of simp-rockers like Michael Bolton and Kenny G, not to mention the lifeless Concert for the Rock & Roll Hall of Fame, hasn't convinced you that rock is deader than ever, head on over to http:// www.weber.u.washington.edu/ ilks/pike/DeathRR.html, for an in-depth look at where most of the real rockers are today (hint: they're dead).

"C|Net Central" has its live Studio-Cam up at http:// www.cnet.com/Masthead/bigbro.html, and they also recommend the Spy Cameras at http://ciips.ee.uwa.edu.au/ williams/Student/spy.html where you can watch some

The holidays girii tiilirii iiliilii tentime oil ties a ninel ear. idinigh with SHARING FAIR Marie Litter VIEW CAR VINE Junt Keep from the ego

# Peripheral Visions

JOYSTICKS . SOUND CARDS . ADD-DNS . SPEAKERS . YOU NAME IT!

Microsoft's Slick SideWinder

like hot ter are are are fund good to be t

C gaming is like any other hobby; the better your tools are, the more fun you're going to have.

of course, the biggest improvement you can make to your gaming toolkit is to buy a hot new system — a Pentium 133 with 16MB RAM, for instance. It's also the most expensive

improvement, but at least you can kid yourself you're buying it for practical reasons, like making your word processor and spreadsheet run faster and more efficiently.

But the smaller improvements are a different matter. You don't meed a joystick to write a letter, and a great new speaker system doesn't have a shing to do with compiling a spreadsheet. When you're ready to accessorize, you've got to bite the bullet and admit you're spending the cash for the real reason you own a PC—gaming.

That's when it's good to find add-ons that give you a lot of bang for your buck. And this month, I've been playing with a gadget that really fits the bill: Microsoft's SideWinder 3D Pro.

You've got to hand it to Bill Gates and Co.; they don't often jump into the peripheral business, but when they do, they jump in with both feet and do it right. There's the Microsoft Mouse, the reigning king of pointing devices, which gets better every year, the Natural Keyboard, ergonomically designed and more solidly built than anything short of IBM's classic Professional keyboard; and now there's the 3D Pro.

First and foremost, the 3D Pro is a digital joystick. But that doesn't mean it's one of those all-or-nothing affairs, like most videogame controllers. It has all the functionality of a standard analog joystick, which means you can move

the stick a small distance to input a little change of direction, or a large distance for a big change. That fine degree of control is something a lot of PC gamers wouldn't want to give up, even for the increased reliability and responsiveness of a digital stick, so it's good to see that Microsoft hasn't thrown it out.

Unlike most PC joysticks, the 3D Pro doesn't measure input with mechanical potentiometers (the same variable resistors used as volume controls in older radios and TV sets). Instead, it has optical circuitry, using thy infrared "cameras," like those found in most mice and trackballs, to detect joystick movement.

Microsoft's SideWinder 3D Pro is a cutting-edge joystick that does it all for a surprisingly low price: It's only \$59.95.

in select DOS games written to fully support the 3D Pro in its native digital mode). That's where you get an eight-button joystick with an eight-way "hat" switch, a throttle, and rudder control

On top of that, the 3D Pro's digital technology makes it much more responsive and chews up less of your computer's horsepower than an analog interface. The techietypes could explain this better; I'm sure, but as I understand it, your computer's processor has to continuously check on analog joystick, sending sig-

nals to it and waiting for them to return before it knows if the stick has moved. A digital stick like the 3D Pro simply sends data to the computer when the stick's position changes, and it can send those packets as much as three times faster than an analog joystick's "call-and-

response" process.

The important point is that a digital interface lets your computer concentrate on things other than scanning the joystick. Conventional wisdom says a PC spends around 12 percent of its time talking to an analog joystick, so we're not talking about a huge increase in performance — but every little bit counts.

All that technical stuff is great, of course, but the fanciest joystick in the world is a waste of money if it feels flimsy or isn't comfortable to use. But the 3D Pro feels terrific; as good as any joystick on the market, and better than most. The 3D Pro joins the Logitech Wingman Extreme and the Suncom Eagle series in the ranks of the most solidly built joysticks you can buy.

The greatest thing about the 3D Pro is its price. Microsoft says its new joystick should be available for about \$59.95, which makes it cheaper than many sticks with fewer features. It'll also be available in a hundle with Mechwarrior 2 for around \$79.95, which is a heck of a deal if you don't already have Activision's excellent robot-battling game. Finally, there's the SideWinder 3D Pro's little brother, known simply as the SideWinder, a two-button analog joystick priced around \$29.95

The second greatest thing about the SideWinder 3D Pro is that it didn't have to be nearly this good. Let's face it. Microsoft could've slapped its name on an inferior stick and still sold a ton of 'em. But they didn't enter the joystick market as a sideline: the 3D Pro is a classy product that can easily hold its own with the leaders in the field.

Dan Bennett

With fewer moving parts than the average stick, the 3D Pro is almost certain to be more reliable, and since it can measure joystick movement to within a tenth of a millimeter, it's bound to be more accurate.

Will this new-fangled digital joystick work with games written to support oldfashioned analog sticks? Sure. Any existing game that includes joystick support will automatically "see" the 3D Pro as an analog controller with four buttons, side-to-side rotation for "rudder" control, and a throttle slider and/or fourway "hat" switch. In fact, you can have Microsoft's joystick act exactly like a Thrustmaster Flight Control System or a CH Products Flightstick Pro; a switch on the stick's wide, stable base lets you choose between the two. It's a real nocompromise solution.

But the new stick really shines under Windows 95 (or Windows 95 san's the only excelling thins to come out of Received manufacture properties of an interval of thing of bootty.

PCG

# Play Your Favorite 3D PC Action Games at RPAINSPEED, not keyboard speed!

# RACEBALL

ADVANCED 3D•I™ GAME CONTROLLER

The Ultimate Hand-Held 38 Games Controller is Here!

DESCENT
DESCENT II
MECHWARRIORZ
DOOM & DOOM II
RISE OF THE TRIAD
DARK FORCES
WITCHHAVEN
TEKWAR
HEXER
HEXER
HERETIC
X-WING
SYSTEM SHOCK
WOLFENSTEIN 30
GLAKE STONE

CORRIDOR 7

AND MANY MORE!

# Some Happy Campers...

### ACTUAL QUOTES FROM SATISFIED USERS.

- 66 I loved it... It truly was like playing the game at BRAINSPEED, Using it is so natural I can't even tell you how I do the moves. It would be like trying to explain walking, you just DO IT. 99
- 66 Definitely the BEST controller for 3D games! 99
- 66 The best thing is the ability to MOVE IN ANY DIRECTION without having to use and think about which keys to hit and which button to press. 99
- 66 Probably the most MEMORABLE and AWESOME controller I've ever used. Simply awesome in Descent. 97
- 66 The look and feel of the Avenger is WONDERFUL I shudder at having to use a joystick or keyboard/mouse combo again. ??
- 66 A new INNOVATIVE DESIGN that totally liberates me as a game player! 99
- 66 FASTEST controller going. If you want to rule the 3D environment, use the Avenger I'm killing everyone on my LAN!!! 99

# BUV NOW! Only \$12900

Price may vary. Does not includes shipping and handling. See below for Retailers and Distributors.

pacetec IMC

THE WORLD LEADER IN 3D INTERACTIVE OTION CONTROL HARDWARE & SOFTWARE.

MISEO III THE AEROSPACE, AUTOMOTIVE SOIENTIFIC & TECHNICAL FIELDS.

500 Suffolk St. • Lowell, MA • 01854-3629

email: mail@spacetec.com WEB: http://web.spacetec.com/

AVAILABLE AT LEADING COMPUTER RETAILERS & DISTRIBUTORS INCLUDING:

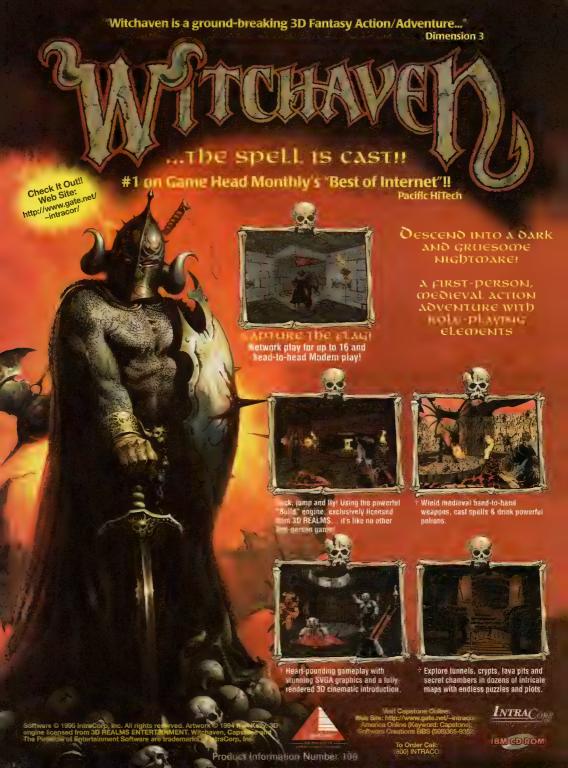




PA \$1454

1 800 JUK-N-JIVE

Natural Information Number 222



# **Brains or Bitmaps?**



new roleplaying game that ships, we receive a barrage of hype that boldly announces the huge advances being made with this particular product. But what is really moving forward?

There have been improvements in graphics: obviously as far as looks go, World of Xeen is far superior to the original Wizardry. The interfaces have changed: the Ultima series from Origin has evolved from a singlecharacter, icon-based game to a multi-character icon-based game to a single-character arcade-style game.

The step-by-step firstperson perspectives of Wizardry, Might and Magic, and The Bard's Tale were supplanted by the smoothscrolling first-person perspectives found in Ultima Underworld, The Elder Scrolls: Arena and Betraval at Krondor.

Story lines have had slight variations, new sound effects have been added, etc., but just about all of these changes have been superficial ones. The essence of roleplaying, the interaction with other players, has consistently eluded most computer RPG developers.

We've already talked about advances being made in online roleplaying, and this is without a doubt the easiest way to recreate the experience of pen-and-paper roleplaying on a PC. But not everyone has access to a modem; online services can be rather expensive (especially when considering the length of most RPGs); and, most importantly, you're unable to interact with the same people every time you play unless you all agree to a

strict schedule. If you want a long-term, campaign-style adventure with real (or realistic) people, and you want to be able to pick up and play at a moment's notice, there just aren't many options available.

OK, I'll admit, this may not seem like such a big deal after all, running one of the current computer RPGs can be a lot more pleasant than inviting a large group of people with dice and rule books into your home. But those same people are the ones who add the human element to gaming, that unknown factor that ensures each game will be something very different and separate from any other game you've played before.

RPGs (graphics, sound, and sheer size), very little work has been done on trying to interaction. No amount of crisp graphics will keep a roleplaying game fresh if it is little more than an endless series of hack-and-slash battles. While modems solve some of the problem by letting us interact with other humans, it's still pretty obvious that better artificial intelligence for computerized

Fortunately, progress is being made - and oddly enough, it's coming from a company best known for strategy and action games.

reproduce the most important element of roleplaying: player characters is badly needed.

Trent C. Ward

The characters in your average CRPG are about as entertaining to talk to as one of the animatronic robots at Disney World. You talk to them, they respond with the canned answer they've been programmed to give, and thus ends your exciting exchange. In a fight, you can almost always be sure any fighters in your team not under your control will attack the enemy with every resource at their command, and either fall fighting, or run away when their hit points drop below a predetermined level. There's really little chance of one character being a little bit nervous because it's dark, and running away for no good reason; and there's little chance of running into a creature that remembers your past actions in combat and responds accordingly.

With all of the advances that have come in computer

COMMINITER ralicalaying gueren Pinter ешишнией Бу lemps nod bounds in ust about eviny aroa – exacpt in thus meast in sartuni.

Peter Molyneux, founder of Bullfrog, has always been interested in the problems of artificial intelligence, but in his latest release, Dungeon Keeper, he may have stumbled over the very thing that could resurrect the stagnant CRPG industry.

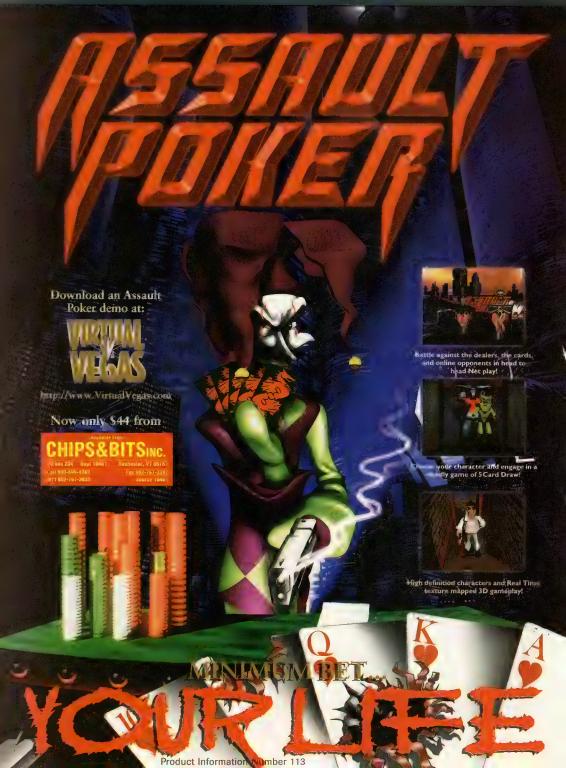
"What we're trying to simulate is what a player would do," Molyneux says. "For example, in Dungeon Keeper, each character now has the major senses that a player would have. So each of these AI characters can see. hear, and even smell. They can realize when they are in danger and threat, and they can feel frightened."

The idea of interacting with a computer character with the same kinds of motivations you have is very compelling, and opens up whole new concepts for better RPGs. Instead of a computerized fighter who exists merely as a set of stats that report his physical attributes in a fight, the combat system also could have access to the character's emotional stats as well - not just how likely the character is to run away from a losing fight, but the type of things that cause actual fear in the character.

By creating a basic set of rules for a computer character, then setting them up with a huge set of variables that affect them, you can end up with events that even the programmers may not have expected. This random element, the presentation of a character that may act unreasonably in a given situation, is the spark that makes playing RPGs with dice, paper, and people so much more intriguing than wandering through a ghost town of cardboard cutout merchants and guards.

The Dungeon Keeper approach is not going to solve all of the problems in RPGs, but Bullfrog has opened up a doorway that smart developers are going to enter at their first opportunity. Instead of spending still more time and money on improving graphics in a fantasy world, programmers need to concentrate on the true value of RPG worlds: real interaction.

PCG



# Avalon Hill: On the Ropes or On a Roll?



without the presence of Avalon Hill would be like the Catholic Church without the Pope. Unthinkable. Dire. A dreadful cometo-pass. It was Avalon Hill, 35 years ago

that created modern wargaming, and its classic board games defined conventions and traditions that are still very much alive.

But if you've been reading the online gaming forums recently, you've probably seen all manner of rumors and grim predictions: the company was penniless/filing for bankruptcy/ desperately seeking a buyer. etc. Much of what was posted was contradictory and some of it was clearly a matter of personal axgrinding. So just what the hell is going on?

I've spent most of the past week talking to some of the principle players in the Avalon Hill saga, past and present, trying to get an answer to that question. The report that follows is at least reasonably accurate and is as up-to-date as the PC Gamer printing schedule will allow:

The brouhaha began when an article appeared in the Baltimore Sun on August 3, 1995. Although the financial data referred to the total corporate entity "Monarch-Avalon Hill," the tone of the piece led most informed readers to conclude that the losses and cash-flow problems were those of the game company alone.

Few people outside of Baltimore realize that Monarch-Avalon Hill comprises not only a game publisher, but also a printing company (Monarch, which acquired AH back in 1963, after four years of printing their board games), and a magazine entitled Girls' Life.

Most of the million-dollar negative cash-flow

agitated callers: This company is not for sale except in the sense that any publicly-traded company is always for sale. if the price and conditions are right. Monarch-Avalon has more than a million dollars in the bank -

we are certainly

onen to venture-capital opportunities, but we are not going out of business, filing for bankruptcy, or holding a fire sale of our games."



is an economic sim that takes a unique approach.

William R. Trotter

reported in the newspaper article came from the cost of launching the magazine - a high-quality title, by the way and of trying to crank up its circulation faster than the marketplace would allow. Another \$200,000 was spent to upgrade Monarch's printing equipment.

None of this, mind you, had anything directly to do

with the Computer Games Division. but the gaming industry grapevine being what it is, reprints of the Sun piece were all over America within 24 hours, and Avalon Hill was deluged by calls from nervous software developers.

An Avalon Hill spokesman told me essentially what he told the

Titis month. Commercial Hill Trins to part of Principle on or Controversy About Louise rocking the Word office world to its foundations: Quest exhibit this nuex i galinei on with Assumer Hilly

Other observers report that Monarch-Avalon has already had several corporate suitors, all of whom have pulled out because they mainly wanted to acquire the library of viable game titles, while Monarch wanted to unload all the dead, warehoused inventory as part of the deal. As one former AHexecutive told me: "They're still paying money, every month, to warehouse 75,000 copies of a James Bond game that's been out of print for eight years."

One major source of "viable titles" for AH has been Atomic Games. Coincidentally or not, that often-strained relationship seems to have been terminated at about the same time Monarch began having cashflow problems

Atomic Games' Keith Zabalaoui told the me: "I want to stress that it's nothing personal. I like those guys, and we will still be working with them to promote and support existing products."

But the long-awaited Beyond Squad Leader will not be released through Avalon Hill. In fact, if and when the game does appear, it will no longer be Beyond Squad Leader, since AH owns the copyright to the title.

I can't say at this point what the game will be called. although I personally like Close Combat," said Zabalaoui. "A major software publisher - and I do mean major - is very interested in acquiring the rights to that game. I hope we'll be able to make a dramatic announce-





ment about this within the near future....

Jim Rose, who was hired to revive Avalon Hill's decrepit reputation as a computer game publisher, mused about the nature of the company: "It was a conservative, leisurely, old-boy kind of place, without a whole lot of urgency to its day-to-day activities. I killed myself for two years trying to rehabilitate their reputation, getting good developers lined up and good games into the pipeline.

But it was as though they just weren't interested in making the computer game division a really big success, Rose said. "The print-runs of even our best games, for example, were absurdly small, because the gentlemen who own Monarch had a phobia about returns. For a while there was even a plan to get out of retail distribution altogether and go to mail-order only. I fought that tooth and nail.

For Rose, the last straw was Monarch's decision to venture into magazine publishing - a notoriously easy way to lose big money fast.

"They got on a printing schedule that required a circulation of 150,000 just to attract the ad money they needed to keep going. The magazine was the owners' pet project, so they kept sinking money into it.'

While the magazine was sucking money, things were indeed looking up for the computer game division the new games were getting good reviews, the Avalon Hill name once more commanded respect, there were great opportunities.

"We needed more people and resources to keep the momentum going," Rose said, "but because of that damned magazine, they started pinching pennies and taking away my authority. I thought maybe we should be rewarded for all that we'd accomplished in two short years, but the situation only got worse.

"I was running the media relations, acting as producer for all those games and if they'd given me the power and money to do what needed doing, Beyond Squad Leader would be out by now. The more success we achieved, the less we had to work with, until finally, all I was doing, in essence, was

Avalon Hill's parent company has had rocky times, and AH itself has been affected.

packaging and shipping the damned games. At that point, I figured, what the hell. I can do that for myself, so I left and opened TalonSoft. Incidentally, I get my games printed and boxed for about half of what Monarch charges its own subsidiary, Avalon Hill.

Avalon Hill, for its part, doesn't mind being labeled "conservative," and spokesman Bill

Levay states the matter very plainly: "We certainly are conservative, but we're also debt-free, and we have a cash cushion in the bank that many companies would find enviable. The game company has always at least paid for itself, and the PC division has been in the black for almost two years.

Even some of Avalon Hill's most disillusioned critics told me that Levay has done "a good job" keeping the computer games division on track, despite the furor caused by the Baltimore Sun article and the rumor-fest it triggered within the industry. "I can understand why that article made people nervous, said Levay, "because it was written from the point of view of the game company, and that is what Avalon Hill

is famous for being. But if you read the details, you could see that the money problems were not caused by the game operation at all.

Certainly Levay is confident and optimistic about the future of Avalon Hill.

"Our situation is really pretty good," he said, "and we have a full slate of firstrate games lined up for the season, starting with Advanced Civilization, followed by Over the Reich and. in November, a really gorgeous-looking version of Wooden Ships and Iron Men. In the medium future, there'll be Panzer Blitz and History of the World. We'll also be issuing a full line of new board games - although the handwriting is clearly on the wall where board games are concerned. They still generate a respectable costprofit ratio, so we'll keep publishing them."

What conclusion did I reach from these interviews? That Avalon Hill's parent company has had some rocky times this summer due to its venture into the treacherous shoals of magazine publishing, and that AH itself has been affected - indeed, buffeted — by the fallout.

But it has not laid off personnel, no projects have been suspended (other than Beyond Squad Leader), and it hasn't missed any deadlines (except for the PC version of Third Reich, which is still having teething pains with its AI).

AH may, of course, get bought by a larger corporation (and, considering how some of Monarch's policies have affected things, a new owner might be a Godsend for AH). But it would still be Avalon Hill.

It isn't dead.

That's good news for wargamers everywhere, and for this columnist - whose emotional attachment to Avalon Hill dates back more than thirty years - an enormous relief.

Atomic Games and AH have another winner in Stalingrad: It has every feature a wargamer could want, but is easy enough for a novice.

# DARE YOU DISTURB THE ETERNAL REST OF THE ENTONIEST OF THE

91% WOW What a brain-bogaling, mind-imploaling game... It's a GRAB with a capital G1" - Gamestar Magazine

"Beautifully rendered SVGA graphics and excellent mood music' enhance ENTOMBED, providing the player with the slickest, puzzle-based Windows adventure I've yet seen." -Computer Gaming World



In the tradition of MYSTM comes a completely ray-traced mystery of peril and intrigue — ENTOMBED. Designed by the Australian software magicians at Chaos Concepts, ENTOMBED will pit you against an ancient civilization's technology, their insidious - and potentially lethal - traps, and a deep underlying mystery of monumental consequence. Armed with only the diary of a previous colleague, you must solve the mystery of your failed predecessors and unrayel the riddle of ... the ENTOMBED.

ETTOMORD is a valiable at time software relations nationviolated order by phone from intellegential Software. A Demo Episode of ENTOMAED is a valiable from America Oneline, Composite valuable from America Oneline, Composite valuable from Attention of the Sales of Adems episode on software the software from the Sales with VISA or MC call:

1-800-266-3281

ENTOMBED Hints Line: 1-900-820-HINT

Requires: IBM-PC / Windows or Windows 95 / CD-ROM



Chaos Concepts, All Rights Reserved
Entombed s TM of Chaos Concepts, Pty Ltd.
Wysi's a trademark of Cyan, Inc.
dows & Windows 95 are reg. this of Microsoft, no.

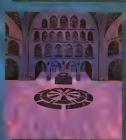












# GNILY YOU CAN STOP JACK BEFORE HE STRIKES AGAIN!

A Mystery Unsolved Until now! Since August 31, 1888 the identity of Jack the Ripper has eluded criminologists. Using the actual clues & evidence assembled from years of painstaking research, now you can solve the mystery. Travel around authentic Victorian London locations in search of clues and interview over one hundred actual persons & suspects.

Only Logic and Deduction Can Save You! No complicated & frustrating parsers or sentence typing are used to solve the mystery. Use a click & drag interface to arrange the facts that you uncover. Be forewarned because the facts may just not take you where you expect. Three levels of difficulty & multiple solutions will keep you thinking for a long, long time.

Alone in the Alleyways of Whitechape!! Artists have painstakingly reconstructed the actual murder locations & haunts of Jack the Ripper from long lost photographs & blueprints to authentically recreate the eerie ambiance of Whitechape! in 1888.

Over 15 minutes of original CD quality music.



PC CD-ROM



For more information visit your local retailer or call 1-800-GameTek

GAMETEK

RIPPER

© 1995 GameTek (FL), Inc. 2999 Northeast 191st Street, Suite 500, Aventura, Florida 33180 U.S.A.

© 1995 Intergalactic Development Inc., Jack the Ripper is a trademark of GameTek

Product Information Number 141

# High Flying and Hard Driving

or all you jet fighter jockeys with itchy trigger fingers, 1996 looks like a banner year. scene has been pretty - too quiet. But that's about to change. puter skies

The flight sim quiet this year The com-

have been far too friendly for most air combat fans.

Sure, civilian pilots have been busy enough, pulling stunts in Flight Unlimited, or navigating from Topeka to Peoria to Los Angeles in the newest version of Microsoft's Flight Simulator.

But for the combat crowd, U.S. Navy Fighters has been about the only game in town this year. And a fine sim it is, probably the best simulation of modern air combat to date. But the "guns guns guns!" folks are never satisfied.

Take heart, fly boys: the wild blue yonder is about to heat up. Jane's Combat Simulations, the new line from Electronic Arts and Origin, is set to take off with its two titles by the end of this year. AH-64D Longbow and Advanced Tactical Fighters (a.k.a. Superfighters) will put you in the cockpits of attack helicopters and an assortment of jet aircraft. And with the Jane's name on the box, I'm betting the emphasis will be on realism. Bring 'em on. (Editor's Note: For more on these sims, check out our cover feature story in the September issue of PC Gamer.)

Also in the works is a pair of F-16 simulations. including perhaps the most eagerly-awaited air combat sim ever, the new version of Falcon from Spectrum HoloByte, Falcon, the mother of all combat flight sims, is getting a complete facelift that will include different multi-player options and realtime combat on the ground. With Falcon's ace combat record behind it, the new sim figures to be a sure winner.

Falcon 4.0 is still firmly in development, but it won't be the only F-16 game in town. Interactive Magic is readying an F-16 simulation of its own, and the I-Magic contender will almost surely beat the Spectrum HoloByte game to store shelves. Falcon's place of honor among flight-sim fans is too secure for Spectrum HoloByte to feel threatened by this new jet on the block, but I-Magic's brief track record - including the outstanding Apache helicopter sim, designed by the same group of programmers now

. Manager, a Windows sim that puts you on the management side of racing.

But the only management you'll be doing in Grand Prix II is managing to race your way to the Formula One driving championship. You'll get all 16 circuits from the 1994 season, along with the real circuit drivers. The graphics I've seen are amazingly detailed, with texturemapping and light-sourcing lending a you-are-there realism to billboards, buildings, cars, and sponsors. I can't wait to run through the streets of Monaco.

The second World Circuit Racing title, Grand Prix Manager, is a sim that puts you in a suit, negotiating

with drivers, testing engines, attracting sponsors, and calling the shots trackside as your team runs for the championship. Licensed by the Formula One governing body, Grand Prix Manager will have you building cars from the ground up, designing and testing engines, brakes, chassis, and suspension systems.

Speaking of intense racing action, I've spent a few nights - and lots of longdistance charges - rubbing fenders with beta testers on the Papyrus multi-player racing network. It's still in the fine-tuning stages, but it's close. And man, it's a blast.

Yeah, I rolled into Atlanta like a gunfighter, sizing up the competition. I can blow the doors off the computer-controlled cars with consistent laps in the 177-178 mph range, so I figured I'd run up front with no problem. Think again, simcolumn-dude! I think you might see some of these guys on the real Winston Cup circuit next year running with Earnhardt and Gordon, The pole speed was over 183 mph. I struggled to hold onto third place for most of the race, then smacked into the concrete with a couple of laps to go. I finished seventh, but no matter

I battled with these good ol' boys at Talladega, Charlotte, Michigan, Rockingham, Dover, and Martinsville. And every moment was a thrill like I've never experienced sitting at the computer. Sure, things get out of hand, with over eager drivers running you into the wall and triggering massive wrecks. And tempers flare, and accusations fly. Chat mode lets you cuss-out the guy who just wrecked you, or apologize for taking the leader out of the race. But it's all in good fun.

There's just one thing I don't understand. How the hell do these guys type while they drive? "Nice move, Bob," some guy will say after Bob roars by at 190 mph in Michigan. How can you outrun a guy who can type and race at the same time?

Lee Buchanan

tackling the F-16 - should give flight simmers plenty of reason to be excited.

If you prefer your highspeed thrills on the ground, you've got some hot asphalt action coming your way this Christmas. Spectrum HoloByte's Grand Prix II and Papyrus' IndyCar Racing II promise to crank up the redhot racing sim market a few notches. A couple of years ago, there was nothing for us race fans, but pretty soon, we'll have more quality sims than we'll know what to do with. Heck, I'll have to quit my day job

Grand Prix II, the follow-up to MicroProse's World Circuit, is the first title in what Spectrum describes as a new brand, called World Circuit Racing, Grand Prix II will be followed by MicroProse's Grand Prix

With the R is Chlicke N nemidalio Mille Long Lower a allow your for em fana. But Hermin and kaalung up With Heavy Emili Irom EA, Micro-Presur - Minata and olimes.

PCG

# Tim's Tech Shop

HARDWARE • PERIPHERALS • TECHNOLOGIES

# At the Digital Movies



Wing Commander III and Buried in Time, with four and three discs respectively. But Sierra's Phantasmagoria is the reigning heavyweight champ, with seven discs. These games need all those discs for one and the same reason: fullmotion digital video.

Digital video looks impressive, but it's hardly economical. Getting good-looking video means pulling data off the disc as quickly as possible, at a rate of 300 kilobytes per second from a double-speed drive - the current standard. But at this data rate, one disc only holds 37 minutes worth of video, and we expect a decent game to last a lot longer than that.

So far, all the popular video-based PC games use some kind of software video system. This means that the PC's central processor does all the work of decoding and displaying every frame of the video. One way to pack more video on a disc - and betterlooking video, at that - is to use MPEG, an open worldwide standard for digital video that's named for the Motion Picture Experts Group that designed it. MPEG's sophisticated video compression algorithms deliver video that's pretty darn close to what you'd expect from a VCR while sipping data at the modest rate of 150KB per second.

There's a catch, of course. To play high-quality MPEG video reliably, your PC needs special MPEG decoding hardware like a Sigma Designs' RealMagic card or Creative

Labs' Video Blaster MP400, An .: MPEG card bears almost all the burden of video playback, decompressing the audio and video data streams and rescaling each image from MPEG's native 352x240 pixel size to the dimensions of the screen.

Prices for these boards have fallen under \$250 lately, but there aren't many MPEG titles being sold. Besides the games and multimedia programs that come bundled with the boards, there's Top Gun and a few other movies from Paramount, lots of karaoke discs from the Japanese and Taiwanese markets, and not much else. Compatibility problems don't help. Despite the

software compression schemes and more powerful CPU chips, constantly dropping CD-ROM manufacturing costs, and the coming High-Density Compact Disc standard that could store as much as 20 times more data on each disc. When you add all these together, there's more than a slight chance that MPEG might miss its window of opportunity.

Intel is best known as the leading manufacturer of CPU chips, but it's also been working hard on its Indeo video software, one of the best compression systems for software video. Indeo 4.1 is the latest edition, but this time there's more to it than better compression algorithms. Up until now, Indeo was simply a set of plugin compressor/decompressor modules ("codecs") that worked with video systems like Microsoft's Video for Windows and Apple's QuickTime. But with the latest release, Indeo has become Indeo Video Interactive, a complete and independent video subsystem with innovative new features like real-time transparency, overlay, underlay, and on-thefly contrast and brightness controls.

Most of the video-based games we've seen so far have run outside Windows, where standard systems like Video for Windows and QuickTime aren't an option. Developers have had to either develop their own video software or license a system directly. But as developers move to Windows 95, we'll no doubt be seeing more games that use either Video for Windows or the new stand-alone Indeo. This might be the first time that these two erstwhile allies have squared off in competition, and it'll be interesting to see which of the two titans wins the day.

But the biggest boost to software video might come from new hardware. With video cards like Diamond Multimedia's Stealth 64 Video. Hercules' Stingray Pro and Graphite Terminator cards and Matrox's MGA Millenium, the PC's CPU still takes care of actually decoding the video data stream. But accelerator hardware on the card performs a lot of simple, highly repetitive operations like calculating the final color of each pixel and rescaling each video frame to cover a larger area of the monitor screen.

Some of these cards also come with MPEG-playback software. The quality of these MPEG players has improved a lot, but even with a 100MHz Pentium and video acceleration hardware on hand. PCs still don't have the processing power it takes for solid, fullscreen, full-speed MPEG video. Software decoding might eventually turn out to be MPEG's ticket to ride, but for now it's more an interesting toy than anything else. PCG

Tim Victor

White Book VideoCD standard and MPEG's International Standards Organization-certified status, programs designed for one MPEG decoder still don't always play on a different brand of card.

But the main hangup for MPEG is the same song we've heard about every new gizmo that hooks up to or plugs into a PC. Why would you buy one if there are only two or three games that run on it? And why would developers write games for a device that hasn't sold very well? In computer industry jargon, it takes a "killer app" to break this stalemate, a program so awesome that you'll buy the board just to run it. It seems that MPEG hasn't found its killer app yet. And the clock is ticking.

Several other trends might keep MPEG from ever beating out software video in PC games: the continuing development of more efficient III CD ROMS hold so much anna why an fill may vigoral a resource than CHAIRMAN WITH E took iii Thin time at full-motion VIEW IN

# FOLLOW YOUR DESTINY







ISTRIBUTED BY: PUBLISHED BY:

# JETFIGHTER III

Join an elite U.N. strike force facing a world ravaged by international conflict. Fly explosive missions in the most realistic and immersive game world anywhere. Experience JetFighter III's precision texture mapping and breath-taking terrain from actual government data. Armed with a full arsenal of high-tech weapons, test your mettle against lethal enemy intelligence. JetFighter III's easy-to-use flight controls, 3-D animated interface and multimedia encyclopedia put you in the pilot's seat. Your mission is to restore global peace through deadly force.

To Order Direct Call 1-800-468-3775



# CONTROL YOUR FATE



When you're flying a billion dollar plane, only the best controls will do. Bring it back home with the ThrustMaster F-16 TOS, the ultimate in throttle control and weapons management. Designed to operate with the F-16 FLCS' and ThrustMaster's Rudder Control System, the TOS is fully programmable. Multiple dials and switches, targeting trackball and realistic arced throttle motion make it the most authentic controller available.

If you re serious about survival get the serious survival gear...

THRUSTMASTER® (503)639-3200

\* ThrustMaster's F-16 FLCS Required for the TOS to Function

Product Information Number 242







## USED IBM GAMES

COMPLETE & VIRUS FREE: WITH THE ORIGINAL BOX. **DOCUMENTATION AND** DISKS

1942 PACIFIC AIR WAR 688 ATTACK SUB A320 AIRBUS 17 ACES OF THE DEEP ACES OF THE PACIFIC ACES OVER EUROPE AIRBORNE RANGER 25 ALIEN LEGACY 15 ALTERED DESTINY 10 AMAZON ARACHNOPHOBIA ARCHON ULTRA ARMORED FIST 22 BARD'S TALE 1 12 BARD'S TALE 2 BATTLE BUGS BATTLE CHESS 4000 25 18 18 14 BLOCDNET BLOODSTONE BLUE AND GRAY BODY BLOWS 11 BRIDGE OLYMPIAD 19 CAMPAIGN 2 CARRIER STRIKE CASTLES CD - 1942 PACIFIC AIR GOLD 32 - 7TH GUEST CO - ACES OF THE DEEP CD - AEGIS GUARDIAN FLEET CD - AL-OADIM GENIE'S CURSE 24 15 CD - ALIEN LOGIC CD - ALIEN VIRUS 29 29 CD - ALONE IN THE DARK 2 CD - ALONE IN THE DARK 3 32 CD - ARENA 32 CD - RATTI E ISLE 2200 26 27 CD - BENEATH A STEEL SKY CO - RIO FORGE CD - BLACKTHORNE 19 CD - BLOWN AWAY 25 CD - BLUE AND GRAY 29 CD - BLUE FORCE CD - BUREAU 13 - CHAOS CONTINUUM 15 31 CLUB DEAD (M-TV) CD - CORRIDOR 7 18 - CREATURE SHOCK CD - CRITICAL PATH - CURSE OF ENCHANTIA CD - CYBERIA 22 CD - CYBERWAR 31 - CYCLONES CD - DIZONE FOR DOOM 24 - DAEDALUS ENCOUNTER CD - DAFMONSGATE CD - DARK FORCES CD - DARK LEGIONS DARK SEED CD - DAY OF THE TENTACLE 19 29 DISCWORLD CD - DOOM 2 CD - DOOM COMPANION ED 32 11 CD - DRACULA UNLEASHED 24 CD - DRAGON LORE 24 CD - DREAMWEB CD - DUNE EMPIRE DELUXE MASTER CD - ERIC THE UNREADY 19 - FALCON GOLD CD - FANTASY EMPIRES 14 - FIFTH FLEET 29 CD - FLASH TRAFFIC 22

CD - FLEET DEFENDER GOLD

CD - FORTRESS OF OR BADI

CD - FRONT PAGE BASEBALL

CD - FREDDY PHARKAS

CD - FULL THROTTLE

GATEWAY 2

CD - GAZILLIONAIRE

GOBLIIINS 2

CD - GRANDEST FLEET

CD - GREAT NAVAL BATTLS 2

CD - HAMMER OF THE GODS

HARPOON CLASSICS HELL CYRERPHNK

CD - GARGET

GABRIEL KNIGHT

34

21

24

31

32

13

CD - HIGH SEAS TRADER CD - HORDE CD - INDY JONES FATE ATLAN CD - INFERNO - INTERPLAY'S 10 YR ANTH CD - IRON ASSAULT CD - IRON HELIX CD - JEWELS OF THE ORACLE JOURNEYMAN PRO-8 MEG CD - JUMP BAVEN CD - KING'S QUEST 5 CD - KING'S OUEST 6

HINT BOOKS

AVAILABLE

S4 and UP

CD - MICROCOSM CD - MILLENNIUM AUCTION CD - MONKEY ISLAND 19 CD - MORPHMAN CD - MYST CD - NASCAR RACING CD - NHL HOCKEY '95 CO - NOCTROPOLIS NOMAD CD - NOVASTORM CD - OPERATION BODY CNT 15 CD - ORION CONSPIRACY

CD - ZEPPELIN CD - ZORRO CHESS MANIAC 5 BILLION &1 CIVILIZATION CLASH OF STEEL CLUE MASTER DETECTIVE COMPANION OF XANTH CONTINUUM CORRIDOR 7 CREEPERS D-DAY BEGINNING OF END DARK CENTURY DARK LEGIONS DAY OF THE TENTACLE DAY OF THE WIPER DEJA VIJ 1&2 - WINDOWS DELTA V DOOM 2 DRACIII A - RRAM STOKER DUNGEON HACK EMPIRE SOCCER 94 FALCON 3.0 FALCON 3 0 ADD-ONS FANATSY EMPIRES

32

25 15

32

CD - X-COM UFO DEFENSE

CD - ZEPHYR

CD - X-WING COLLECTOR'S ED.

34 INDY JONES FATE ATLANTIS INDY JONES LAST GRUSADE 28 14 IRON CROSS 15 ISLE OF THE DEAD JEOPARDY SPORTS EDITION 15 14 KING'S OUEST 2 24 KING'S DUEST 4 10 KING'S QUEST 5 KING'S QUEST 6 KINGMAKER 15 25 LANDS OF LORE 15 19 LASER SQUAD LEGACY: REALM OF TERROR 12 LEGEND OF KYRANDIA 19 12 25 LEGIONS - WIN LEISURE SUIT LARRY 1 28 13 LEISURE SUIT LARRY 2 13 LEISURE SUIT LARRY 3 15 27 LEISURE SUIT LARRY 5 LEATHER TENDER LINKS AD-ON COURSE DSKS CALL LORDS OF THE REALM LOST FILES SHERLOCK HOLM MAGNETIC SCROLLS BUNDLE

RAPTOR ( REG VERSION) 15 15 RED RARON VISA RETURN OF THE PHANTOM 9 RETURN TO ZORK RISE OF THE DRAGON - VGA RISE OF THE TRIAD 25 ROAD TO THE FINAL FOUR 27 15 ROBINSON'S REQUIEM ROCKETEER 12 19 RULES OF ENGAGEMENT SAM & MAX. HIT THE ROAD 19 14 SEAL TEAM SEARCH FOR THE KING SECRET WEAPONS LUFTWAI 12 SHADOW CASTER SIERRA AWARD WINNERS 10 19 SILPHEED 12 SILVERBALL SIM CITY 17 SIMON THE SORCERER SPACE QUEST 1 - VGA SPACE QUEST 2 - EGA 10 10 SPACE QUEST 4 - VGA 12 17 25 SPACE DUEST 5 - VGA SPACE SIM ( MICROSOFT) SPACEWARD HO! 17 14 19 9 SPECTRE VR SPELLCASTING 101 15 SPELLCASTING 201 SPELLCASTING 301 24 19 STAR CRUSADER STAR TREK 25TH ANNIV 12 STAR WARS CHESS 19 11 STARSHIP: COMMAND ADV STELLAR 7 6 14 15 15 STREET FIGHTER 2 STRIKE COMMANDER STRONGHOLD 12 7 SWORD DUEST 11 22 SYSTEM SHOCK TAKE-A-RREAK PINRALL 12 7 TERMINATOR TERMINATOR 2029 TERMINATOR 2029 OPERAT 12 19 THE PROPHECY THEATRE OF DEATH THEME PARK 16 25

THEXDER THEXDER 2 TIE FIGHTER TORNADO TRISTAN PINBALL ULTIMA 8 ULTIMA UNDERWORLD 2 LILTIMATE DOMAIN ULTRABOTS

28

12

10

21

15

29

18

25

15

26

VAXINE VIKINGS 2 WALLS OF ROME WAR IN RUSSIA WARLORDS 2 WING COMMANDER AD-DNS CALL WOLEPACK WONDERLAND

WW2:AIR FORCE COMMAND

X-COM UFO DEFENSE

WORDTRIS

Prices & availability subject to change, Call Toll Free for current titles and those not listed-we've got lots more! All Used Games are complete & virus free with original box, documentation & disks. System compatibility is not quaranteed. All sales are final-defective games replaced with same title. Free shipping (Regular Ground) in the continental USA on orders over \$150

# GAMERYS GOLD WE PAY CASH FOR USED GAMES We want your current used games

1-800-377-8578

In Canada, call 605-339-2060

call for authorization before shipping or FAX list for current quotes to 605-334-8766 (include your return address & FAX no.)

# WE SELL LISED GAMES

All games are tested & IBM disks virus checked SAMER'S CO Call for current title availability



15

24

19

25

23

15

CD

CD

Most items shipped same day. \$5 UPS/\$9 2nd Day Air

GAMER'S GOLD • 1008 W. 41st Street • Sioux Falls • South Dakota • 57105 CD - DIFFEOST

CD - PAGEMASTER

CD - PSYCHOTRON

CD - PANZER GENERAL

PURE WARGAME

CD - QUANTUM GATE-WIN

CD - REBEL ASSAULT

CD - RENEGADE

CD - QUARANTINE CD - RAVENLOFT 2. STONE PR

BELENTLESS TWINSEN

RETURN OF PHANTOM

31

24

19

31

32

# WE'RE BUYING! WENEED GAMES IBM GAMES **Got Something To Sell?**

Follow these Easy Steps

1. Prepare a list of the games you are selling. Call, fax, or mail your list to GAMER'S GOLD.

CAMER'S GOLD will quote the current buying prices & issue an authorization number for your shipment Games will not be accepted without an outhorization no Price quotes are good for 14 days.

3. Pack games in box, Write authorization no. clearly on outside of box, Mail to GAMER'S GOLD. Save your authorization no. We can't answer questions about your shipment without your number!

4. If you would like to use your money or credit to purchase games, include a "wish list" of titles you are interested in

Your check will usually be mailed within 10-14 working days of receiving your games. Some "wish list" game credits may take slightly longer to fill.

Games will be checked for viruses & completeness. Games must be complete with all disks, printed materials, & in original box. Incomplete games will be returned at

FREE GAME OFFER On orders over \$75 Choose from list below • Kings Quest 5 • Jet Fighter 2.0 Wing Communder 1

CD - KING'S QUEST 7 CD - KING'S QUEST COLLECT

CD - LABYRINTH OF TIME

CD - LAST DINOSAUR EGG

CD - LEGEND OF KYRANDIA

CD - LIVE ACTION FOOTBALL

CD - LORDS OF THE REALM

CD - LAWNMOWER MAN

CD - LANDS OF LORE

CD - L-ZONE

CD - LINKS 386

CD - LOOM

· ATAC Conquest of Camelot
Corporation
Subwar 2050 Space Quest 4 Front Page Football
 The Prophecy

CD - LOST EDEN CD - LUNICUS 18 CD - MAABUS CD - MACHIAVELLI PRINCE 31 MAELSTROM CD - MANHOLF CD - MANTIS CD - MASTER OF MAGIC 31 CD - MAXIMUM OVERKILL CD - MEGARACE 21 CD - MENZOBERRANZAN CD - METALTECH EARTH SGE

- RETURN TO ZORK - RISE OF THE ROBOTS CD 21 CD 29 - RISE OF THE TRIAD 23 SAM & MAX' HIT ROAD CD 24 SHADOW CASTER CD - SHADOW OF COMET 23 - SPACE QUEST 4 CD - SPACE SHUTTLE 12 - SPEAR OF DESTINY 25 CD CD - STAR CRUSADER CD - STAR REACH CD - STAR TRAIL CD - STAR TREK 25TH ANNIV 27 STAR TREK, NEXT GENE CD - STELLAR 7 10 CD - SYSTEM SHOCK CD - TEX 25 CD - TONY LARUSSA 2 '94 CD - TONY LARUSSA BB 3 32 - TRANSPORT TYCOON 29 CD CD - ULTIMATE DOMAIN CD - ULTIMATE FOOTBALL CD - UNDER A KILLING MOON CO - UNNECESSABY BOUGH 95 CD - US NAVY FIGHTERS CO - USS TICONDERDGA CD - VIRTUAL VEGAS 12 CD - WING COM ARMADA 22 CD - WING COMMANDER 3 CD - WOLF CD - WOLFPACK CD - WRATH OF GODS

FIFT DS OF GLOBY 19 FIFTH FLEET FLEET DEFENDER 19 FLIGHT SIM 4 OR 5 AD-ONS FLIGHT SIM 4.0 (MICROSOFT) 18 FLIGHT SIM 5.0 (MICROSOFT) FREE DC FRONT LINES FRONT PAGE BASEBALL FRONT PAGE FOOTBALL PRO

TO GET OUR **NEW UPDATED** PRICE SHEET

Call 800-377-8578 In Canada, call 605-339-2060 We'll mail or FAX our latest price sheet with all our current titles!

FRONTIER ELITE 2 22 FUTURE WARS 14 GARRIEL KNIGHT GATEWAY GATEWAY 2 HOMEWORED 15 GEEKWAD 11 GOBLINS QUEST 3 14 GOLD OF THE AZTECS GRANDEST FLEET 19 GREAT NAVAL BATTLES 19 GREAT NAVAL BATTLES 2 19 GREAT WAR 16 HARPOON 2 21 HEART OF CHINA - VGA HIGH COMMAND HUMANS INCA INCA 2

MASTER OF MAGIC MASTER OF ORION 25 MEAN STREETS MERCHANT PRINCE METAL & LACE MIGHT & MAGIC 5. DARKSIDE 15 MORTAL KOMBAT NFL COACHES CLUB 13 NHI HOCKEY 17 NOMAD OPERATION CRUSADER OUPOST OUT OF THIS WORLD 12 PANZER GENERAL PERFECT GENERAL 15 PLANET SOCCER POLICE QUEST 1 - VGA POLICE QUEST 3 - VGA 12 POWERHITS MOVIES
POWERHITS BATTLETECH 19 PRINCE OF PERSIA 15 PRINCE OF PERSIA 2 23 19 PRIVATEER PRIVATEER SPEECH PACK PRO LEAGUE 8B '94 16

QUARANTINE

MARTIAN MEMORANDUM

# STRATEGY

SOLUTIONS . TECHNIQUES . QUICK TIPS

he Strategy Central crew worked overtime this month trying to shochorn all the hints and pheats you've been asking for into one easyto-swallow capsule. It

was a tight fit, but we've got some red-hot tips for some of the latest games. Including Prisoner of the Tyman Creature Shock, and Ongen's killer shoot-'em-up, Crusader: No Remorse.

Write to us at:



1350 Old Bayshore Hwy Soire 210. Burlingane CA 94010 or E-mail: peec eegee 2 and com 74431 3433 © compuserve.com

# Crusader: No Remorse

# Here's how to keep your armor free of bullet-stains.

After fragging just a few consortium pularios, the PC Gamer staff was quite to warm up to Crusader's unique transic of action proceed bloodstret and advorture gaming. And after blanking our way through all of the levels, we've uniqueness at less simple tight that warp you from running into brouble later in the game — and help you survive some of the more dangerous regions of the porsortium's complexes.

# Save your money and ammo

war same a colonia weaponry, you'll probable bellengted to largestic year Director's surroup startised sour pieto right every lent pick up some. heavy thin framework but the black market photos back at the base. While approxing in time due advise is to get the most minimple. tail of the issurgent serving that a associated during the early levels land inner the resty. greed stolf for insights amended. Your sear bet in to add to the elandard issue policy or the project rough effective bords. Aroma for both of these paragons is play tiful local find t on purious and account, pe to olivage bulered, which present you MONTH OF THE WARRY STREET, STR HEADER DE-MINISTER

You set that save a large track of books by transform prompt because and prompting prompting to make shall be the shallow or prompting and because the prompting or prompting and the first prompting or the first box marks.

Particular (not you fine to La Only only for average or a time, by you if ment to have a fine taken in your mention to large back the good mention that the Condicate taken (if it is proved in a stronger to be the Condi-

# Situational firepower

community for attempts, the scripps's term of the present of the p

With its intent supply of priority, the grands families is emitted material year. The same year to see that the priority of the same and the same an



Can't find the keys to get in certain rooms? If your Silencer is equipped with



-----

nan greezoate no

At the product amount of the top down that the base is yet to take part and the product of the top and a separation for Condy many and base of if they stake to many amount for the top and to the down and the top and to to the top and the top and to to the top and the conder serving many to to to the service of the and the top and to to the top and the conder serving many to to to the service of the and the top and to the top and the conder service of conder service conder service

### Turrets

The part had because to mile them a did the common and had been been did by comle to the common and the common of the comtion of the common and the common of the com-

me, it mans a local a major in the process of a large surface of the process of t

# Power grids

Even as the baseous for two ways to deed with the reason for the second of the second

continued from pg. 311... the grid - destroy them, and you take down the grid. You can identify the genera-



tors by their slim cylindrical design. Shoot 'em with your weapon of choice or send a few spider bombs to take care of them.

# Electric eyes

If you've stepped through a doorway and found yourself trapped by laser beams or pummeled by proton blasts, you've probably triggered one of the consortium's most common security devices, the electronic eye.

These small, almost unnoticeable, sensors pick up the slightest movement and are placed seemingly at random along many consortium hallways. Early detection and destruction is the key to avoiding catastrophe. You need to look for a slim silver

oval with a red inset and blast away.

# Escaping the nerve gas

This is a tip for one of Crusader's toughest missions, a raid to destroy the consortium nerve gas production facility. After setting the explosives, you'll have a limited amount of time before the plant goes up in a mushroom cloud, so you'll need to know the way out to the proper jump pad. Our advice is to practice the escape route before planting the bomb, to make sure you can run (and you'll need to run) back to your original jump-in point. The time limit is pretty harsh on this one, so be prepared to die a couple of times.

# Prisoner of Ice

# We've got the best way to defrost Cthulhu's minions!

If you're one of the many who've become hypnotized by I-Motion's supernatural thriller Prisoner of Ice, you've probably encountered a few of the frustrating timed puzzles that seem to pop up throughout the game. The strategy crew public their way through the roughest of these and has come up with some solutions to get you back on track

# HMS Victoria, part 1

In item by the Heart of Living In the Victimiz's flold, you'll reed to gain a little Pick up the St. Environmen's medal and use it is trypicities Hamson: Use the tope resouther to payment frameway's Chulle, land, Palve return to the bridge. primery multi-first that the Primers has escaped from the Victoria's hold. To defeat the manufact and have the bullkelled! The type lecondar and use it be Pyan - Northwest the Court shart. what we lest , he ear e

# HMS Victoria, part 2

Once you've discovered the missing percome the principal form Lose Libers were compet you to assemb the Victoria for Homes & Lettingraph, Smiling No. ter grant and a reserving the sub-is a title thirty. Foldestroy the beaut up the Victoria, you'll need to emission the sub's self-descript code When the beast inches, and the key you



get for Seas safe to what the sett tiverum travel Head Int the hand as s and as a residual areas if a test of series a very leet the pook of the Prisoret in get you.

# The stone! The stone!

And terming from the total your 0 find that instrument has become posof the cond of the Polacours who is

preparing to unleast this fury-bethe base. The dying would of Sourt reveal that there is a strong tightness true imagins his Office, out flow in the world are area recommend to get k? Go to the influency and look on the Avenue's make. Your laboured times a needle there. Now go to Bears' effect and limb at the map. Part to the state of the same of there's a had due that you state? HORSE GATORE. Does the sweeter on the forth prival a sense. paint behind the map there you'd lind the some to deep The creations and a term terms to and an interest of the

# Escape from the jail

The trick to escaping the jail is to remain calm, and talk to the man in the cell next to you by scratching on the wall with the spoon. Be careful to avoid the prying eyes of the guards as you do this, or you'll be taken away and shot.

-----

Wait until all the other prisoners have been taken away, and you'll be ordered to sign a confession by Dietrich. When Dietrich leaves, pick up the stool and use the piece of paper in the sink to clog the drain. Move the table in front of the door. When the water seeps out under the door a guard will come. Use

the stool on the guard to knock him out. Close the door, then take the quard's keys. Now use the stool on the table (that'll bethe last time you have to handle a stool) to create a platform so you can reach the ventilation grid in the ceiling and use the spoon in line few Tely ate V escape of o e tive is more in impuete.

# The mine door

After Hear Tereports to a mine the last en med Prisoners if seems there sino

was not feel not all all all of large her the mile last and the element worke ment position lave to heat it up. Check the armine has earline of a te of the scieen, and look for a mose rock List be prowter to move the lock and release come lava Use the project in the land to heat it up. If en must the sue mays seeping the mire sen from moving Plan the cart to spen the duck Be sure. self and this from quintly to the hear the fire and all plants me of the Provinces happed a re-





Pry the rock near the rockslide to release a stream of lava. You'll be able to heat the prybato melt the ice around the mine carts' wheel.

# ON SALE NOW! TO ORDER CALL 1-800-211-6504

# VOL I

# Experience unparalleled historical realism!

Battleground Ardennes™ is like no other historical strategy game you've ever played! With the revolutionary Battleview™ combat system, you can relive crucial moments during the Battle of the Bulge, the most famous American land battle of WWII. Can you hold off the advancing German war machine? Dig in with the U.S. 101st Airborne defending freedom from the Nazis at Bastogne, or ride to victory with the legendary German King Tiger tank. Take command of Peiper's infamous SS or lead a blistering U.S. counterattack to retake Stoumont!

- Platoon level action at 250 meters per hex
- Full feature scenario editor
- Extensive combat sound and video clips
- Modem to Modem play
- Drag & Drop movement and combat
- Print out instant detailed situation maps
- "The grand old hexgrid gets a new lease on life!"
- Computer Gaming World -
- "A rich experience!"
- Strategy Plus -
- "Like being in the middle of a fine War movie!"
- "This is one heck of a debut for TalonSoft!"
- Computer Game Review -





MULTIMEDIA ENHANCED © Copyright 1995 TalonSoft Inc.

If it's not FUN wHo cares!



The 2D Map view provides a traditional perspective for the discerning gamer



Groundbreaking "Battleview™" combat system zooms in on Panthers leading an attack on Stoumont!

# Food fights, mini-games, and cheats galore!

If you caught our review of Epic MegaGame's fast-flying Tyrian, you already know that it lives up to the company's reputation for creating highly entertaining arcade games like One Must Fall: 2097, Jazz Jackrabbit, and Epic Pinball. It's quickly become a staff favorite - during those down-times between deadlines, of course. But since we found these cheats, which add some

Using one of *Tyrian's* special cheats, you'll be able to

fly as a vegetarian's worst nightmare in the aptly named

extra-special surprises to the Tyrian game experience, the percentage of our workday lost to the game has risen

If you've completed an entire episode of the game, you've probably already encountered a few of these codes, but in case you haven't managed to beat those big bosses, here are a few we've been able to come up with...

To access the following cheats, type these codes at Tyrian's main menu screen:

Enemy — Fly an enemy U-Fighter Stealth — Fly a Ninja Fighter Enemy -Stormwind — The Elemental Fighter Techno - Experimental Fighter Unknown — TX Silvercloud armed with banana guns

play Tyrian's built-in mini-game

Weird - Fly as a Carrot Food Fighter Destruct - Gives you the chance to

\*To become invincible, press the F2, F3, and F6 keys all at once while



\*To skip to the next level, press F2, F6, and F7 at the same time.

To get into super turbo mode, press

the Backspace key and 1. To set the difficulty mode to impossible, type G in uppercase.



The Experimental Fighter is bristling with more than enough firepower to bring down just about anything they'll throw at you.



# Reader's Request

Day of the Tentacle

# Eeewww! This answer has chunks in it!

Dear Strategy Central,
Help! I've been playing LucasArts' Day of

Help! I've been playing LucasArts' Day of the Tentacle for a couple of weeks now and I've become hopelessly stuck. When

Tentacle's floor, then crank the music

playing as Laverne, I can't seem to find the final item I need to turn the mummy of Ted Edison into a prize-winning human. I've entered him in the contest and used the spaghetti and fork to create the hair, used the horse's teeth from Hoagie's time-line to

make a smile, and figured out that I needed the laughing box out of the punching bag clown for personality, but I can't figure out what to

do to get rid of the competition. Please help, this game is driving me crazy!

> Shelli Davis Pittsburg, PA

The answer isn't that hard to get, but it is pretty hard to spot. First, you'll need to select Bernard and go to Green Tentacle's room on the second floor of the mansion. Green's a pretty happening dude with a rocking sound system that looks like it's loud enough to shake out a few clues. Turn on the radio, and you'll notice that something dislodges from the ceiling in the lobby of the mansion. Push the speaker over so it's facing the floor and turn the radio on again; this will cause the object to shake loose. Have Bernard go downstairs and pick up the item and you'll see it's everybody's favorite, that standard-issue comedy staple - Fake Barf. Use the chronojohn to send the gag-gak to Laverne, and put the vomit near or on Harold (he's the

smug human contestant) and the Tentacle judges should disqualify him. Now that you've got the competition out of the way, Ted should get first prize in the human contest (just be sure and turn on the laughing box when the judges tell a inkel)



...Then head to the lobby to collect your prize!

What you fear, you will covet.
What you loathe, you will worship.
What you ravage, you will rule.
What you are, you will abandon.

JELIN WULL

The first net-capable, intergalactic, PC CD-ROM game of ultimate strategy

You've been warned.

Product In Irmation Number 194

# Reader's Requests

**Blackthorne and Creature Shock** 

# No, really! The dog ate my passcodes! Dear Strategy Central,

Okay, I know this is going to sound a little improbable, and you're probably going to think I'm making this up, but after I completed Interplay's action/ shooter Blackthorne and carefully jotted down all the passcodes to the different levels, Mindy, my usually faithful and mild-mannered German Shepherd, gobbled up the sheet of paper that I had written the codes on (she gnawed on my Windows 3.1 manual too, but apparently didn't like the taste). Would it be too much to ask if you could print the passcodes for Blackthorne, so I can get on with my life and have a little fun blowing up Whar'orks again?

> **David Burns** via AOL

P.S. I recently heard that Interplay made a patch for Blackthorne that allows you to use a joystick rather than the keyboard. Have you ever put this patch on any of your CDs? Even though I've beaten the game using the keyboard, I'd much rather use a joystick.

David, you're right. Your story does sound pretty implausible, and normally we'd recommend that you wait until the pass codes... err, you know, pass. (it's not like you won't get them back!). But we all have a soft spot for lovable mutts and goofy letters, so we're going to fulfill your request and reveal all the passcodes for Blackthorne.

And yes, Interplay does have a joystick patch for Blackthorne. and it's available at Interplay's product support forums on both AOL and CompuServe (you'll also be able to find it in many game forums as well). We've also included the patch on this month's CD in the bug patch directory.

LEVEL	2	FBWC
LEVEL	3	QP7R
LEVEL	4	WJTV
LEVEL	5	RRYB
LEVEL	6	ZS9P
LEVEL	7	XJSN
LEVEL	8	CGDM
LEVEL	9	TJIF
LEVEL	10	GSG3
LEVEL	11	BMHS
LEVEL	12	Y4DJ
LEVEL	13	HCKD
LEVEL	14	NRLF
LEVEL	15	J6BZ
LEVEL	16	MJXG
LEVEL	17	K3CH

# Visit all the pretty critters, without having to fight your way through! Dear Strategy Central.

After rereading some of my PC Gamer back issues, I ran across your review of Virgin's sci-fi shooter Creature Shock. Once I saw the amazing pictures and



With the patch found on this month's CD you can skip to your choice of any of the creature-laden levels in Virgin's Creature Shack.

read the review. I was prompted to run out and buy a copy (I'm a sucker for pretty arcade games). Needless to say, the graphics are everything you promised and more, and now I'm hopelessly addicted.' But I'm also hopelessly stuck on the third or fourth level. I was wondering if you've run across any cheats for Virgin's Creature Shock that'll give me better weapons, health, shields, etc. to help me get through the game.

Hank Perry

via AOL

Thanks for writing Hank, Unfortunately, we don't know of any command-line

cheats for Creature Shock that'll do what you ask, (we tried real hard to find some, honest), but after talking to our friends at Virgin, we did come up with a reasonable solution to your dilemma. Virgin has released a file for Creature Shock called CREATUR.SET that allows you to skip to any level you want, without having to fight your way through it inch-by-inch. We've included the file on this month's CD - it can be found in the bug patch directory. Just copy the file to the game directory and you'll be all set. If you're not a subscriber to our CD, there are still a couple of ways that you can lay your hands on the file. You can download the file from Virgin's BBS at (714) 833-3305 or find the file located in many of the game forums on the major online services.

# Installing the Patch

To enable the joystick patch for Blackthorne, copy the BT.EXE file from the VPATCHES directory on this months CD to the Blackthorne directory. Then type BT.EXE to start.



If you've never finished Interplay's excellent action shooter *Blackthorne*, we've got the passcodes that will let you warp to any level — including the final confrontation with your nemesis Sarlac.

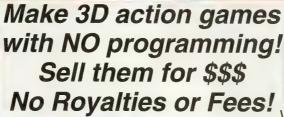
# Installing the Patch

To install the level-skip patch for *Greature Shock*, simply copy the file CREATUR.SET from the /PATCHES directory on this month's CO to the game's directory on your hard drive. To run the game with the patch, simply start the game in the usual manner.





heck out the tall ceilings, crates you can jump on, and the lighting effects! This is a dumb toy, this is a real system for making REAL GAMES!



ictured below is the layout editor, complete with pulldown menus and icons. Building your levels is lished with simple drag n drop operations



• 256 color smooth scrolling 3D graphics.

- Can use our graphics, or import from any source.
- Full featured artwork painting program included.
- Use our .WAV sound effects, or record your own.
- Easy to use mouse-driven level editor.
- Your games can have up to 39 levels.
- 100+ Page manual, and demo levels included.
- · Your finished games stand alone, no GCS req'd.



"PIE 3D Game Creation System" Rated 81° . Excellent by PC GAMER magazine

A very rice 3D engine - Electronic Entertainment But don't take OUR word for it.

Examine the screen pictures, or ad our demo to see for yourself Windows®95!

Call today and from your gaming hobb NOT IN STORE

pie in the sky software

Developers of 3D entertainment software

"Web http://www.psky.com (WWW on Prodigy and AOL)

Get a DEMO from the following sources BBS (716)425-2962 or internet FTP from the following sources BBS (

FAX YOUR ORDER (716) 425-8842 OR PHONE 800-537-3344 (24 hour) OR MAIL A CHECK TO US:

pie in the sky software 1596 Ayrault Rd. Fairport, NY 14450 (716)425-8782

STREET.			
CITY:			STATE:
ZIP:	PHONE #: (	)	-
CHECK/Mi	O (Payable to Pie in the credit card: CI MC C	Sky Softw J VISA 🗓	are) AMERICAN EXPR

- US Priority Mail (Add \$5.00 shipping & handling = \$74.95) C.O.D (Add \$10.00 shipping & handling = \$79.95) Federal Express (Add \$15.00 shipping & handling = \$84.95) 8% Sales Tax (\$5.60 New York only)

# **ETTERS**



s your hands tremble under the ponder-

ous weight of this edition of PCG, you're probably wondering how we managed to hang

onto our sanity while putting together our biggest issue ever. It all comes down to you, gentle readers; when the stress became too much, we dipped our hands into the mailbag, and our spirits soared....

# Let's Hear From You!

### Write to:

**PC Gamer Letters** 1350 Old Bayshore Hwy., Suite 210. Burlingame, CA 94010

or E-mail to:

peeceegee@aol.com 74431,3433@compuserve.com

# Virtual Strummino

### Dear PCG,

In need of something new and different for my PC, I have found the Virtual Guitar. I know that it came out a while ago, and it looked cool then, as it does now, except that now it's a lot cheaper! I talked to a friend who tried it out, and he said that it was fun, but that there's only one CD (the Aerosmith one) available for it. I was wondering if you had any info about other games for the Virtual Guitar for all those interested gamers out there who wanna rock, but just can't seem to do it on a real guitar.

> Howard Wolosky Parsippany, NJ

Strange, but true: no less than IBM has picked up the Virtual Guitar. They've redesigned it as get this - a virtual guitar pick. The good news is that, in the smaller, less expensive package (and with IBM backing it up), the product has a much better chance of catching on. Right now, there are no other titles than the one you've got, but IBM plans to produce more if the Virtual Pick does well.

# **Wargaming Pros and Cons**

# Dear PC Gamer,

I gotta question about yer reviews. In the little part in each issue where you give us the breakdown of what the percentages mean (i.e. 100-90 percent means such-and-such, 89-80 percent means so-and-so, etc.), you point out the following: Scores between 90-100 percent signify a game that would be enjoyable to "anyone interested in PC gaming." And scores between 80-89 percent might signify a truly groundbreaking game that would appeal only to a specialized audience.

Why, then, have two wargames been given a 90+ rating lately? Perfect General II got a 91 percent and D-Day: America Invades got a 95 percent! Understand that I'm not saying

Are wargames for everyone? Maybe not, but good gaming is good gaming, and D-Day is one of the best you'll find.

"Wargames suck and only dweebs play them." But a 95 percent rating suggests that D-Day is a game of such towering magnitude that nearly everyone will enjoy it. And I just don't know too many people who like games of grand strategy played out on a hexagonal grid. (In fact, I only know of three people like this, and none of them owns a computer. Compare this to the two dozen or so people I know that love RPGs. And the four dozen or so people I know that love Doom/Descent-type games.)

So I guess my question is: Don't wargames fall into the category of "decidedly specialist taste?" And if so, shouldn't someone go and restrain a little bit of Bill Trotter's (understandable) enthusiasm for the genre? (I mean, after all, I think Blue Öyster Cult is the greatest band of all time, but I also realize that I'm in a very small minority.)

> Sincerely, C.C. Rosenthal aka Rosie via AOL

Fair question, Rosie. But our ratings system is intended as a quideline for readers, not as a set of hard-and-fast rules. We don't want to limit our reviewers to a certain range of ratings; if a wargame is really good (like PGII and D-Day), it'd be silly to arbitrarily say it can't score higher than 89 percent just because it's a wargame. And don't be too quick to dismiss a game that

doesn't immediately grab you. A lot of people thought SimCity and Civilization sounded boring, but they gave those classics a shot because of the great reviews and awards they received — and the rest is history.

# Dear PC Gamer,

I am a huge wargame buff. Most of my experience is with board games, although I love computer games too. The nice thing about playing a "board game" on a computer is that your don't need an opponent - the computer is always your adversary.

Another wonderful thing about playing on the computer is the ability of the

computer to add the element of warfare known as "the fog of war." When you play a board game, you can see all the pieces, and you know where everything is. In reality, you might not know there's an enemy squad waiting in ambush for you over the next hill. This element adds a higher level of tactical and strategic thinking when planning your moves.

I was hoping you could help me locate more wargames similar to V for Victory and Stalingrad. Any suggestions that you have would be appreciated.

> Eric Naughton Washington, D.C.

Funny you should ask, Eric. In addition to Stalingrad and the V for Victory games, Atomic Games has developed D-Day: America Invades, which (as you can see from Rosie's letter above) earned a 95 percent rating. Check out this month's Desktop General column for a little more about what Atomic is up to these days.

# Siskel & F-Mail

### Dear PCG.

As a film student who loves computer games, I find the union of movies and PC entertainment to be tremendously excit-



1-800-237-6613 214-241-0724 Mon-Thur 9am-10pm Fri-Sat 9am-6pm Sun 12-6pm CST Visit us on the Internet http://www.national.cdrom.com

US, US Territories & APO orders only, please We offer the only NO RISK return policy







# Heresies

rhe premier collection of PlayNet MPGS. Nine databases of WADs, including a special DeathMatch Collection.



# **Games Collection 2**

Inis best selling collection



# Hell on CD-ROM

The largest & best collection of ad-ons for DOOM II ever Over 500 megs containing over 3,000 NEW levels made just for DOOM II. Has LMP Player, PWAD Loader, easy Point & Click Interface, and free tech support.



ancient evil. Volume 1 of 4

GAMES
ACES OF THE DEEP
ACES OF THE PAC FIC
ACES OVER EUROPE
ASCENIDENCY
BEAT THE HOUSE
CAESAR 2
BEAT THE HOUSE CAESAR 2 CIVIL WAR
COMMAND AND CONQUER
CRUSADER. NO REMORSE
DARK FORCES
D DAY AMERICA INVADE DARK FORCES DARK SUN-WAKE OF RAVAGER.
DESCENT
DOOM (
DRAGONS LAIR
DAY OF THE TENTACLE DESCENT DOOM! DRAGONS LAIR DUNGEON MASTER 2 ECSTATICA FULL THROTTLE GABRIEL KNIGHT GONE FISHING
ECSTATICA.
FULL THROTTLE
GABRIEL KNIGHT
GRANDMASTER CHESS CHAMP
HARDBALL 4
HELL HEROES OF MIGHT & MAGIC
IN THE 1ST DEGREE
INDIANA JONES.
AD CONTROL DE LOS

IOURNEYMAN, PROJECT S JOURNEYMAN PRJCT TURBO KINGS QUEST 5 KINGS QUEST 7 LEISURE SUIT , ARRY 6

GAMES MAD DOG MACREE 2 MECH WARRIOR 2 MENZOBERRANZAN MONTY PYTHONS. NASCAR RACING. NEED FOR SPEED

NHL HOCKEY 96 NOCTROPOUS OUTPOST. PERFECT GENERAL 2 PHANTASMAGORIA

RAVE NLOFT RISE OF THE ROBOTS. SAM AND MAX HIT THE ROAD.

SIM CITY 2000 COLLECTION SIM CITY 2000. SIM CITY ENHANCED SIM TOWER STAR TREK! FINAL UNITY U. TIMATE DOOM

GAMES \$25 US NAVY FIGHTER VIRTUAL VEGAS TURBO

\$49 WAR CRAFT WING COMMANDER 3 \$25 X-COM-TERROR FROM DEEP

SHAREWARE

C/C++ PROGRAMMING 1 C/C++ PROGRAMMING 2 DOOM ACCESSORY PACK 4
HFTY WINDOWS GAMES

LEARNING HEAVEN 2 LINUX SLACKWARE NIGHT OWL 17

SIMTEL-20 WALNUT CREEK SLACKWARE 2.3 SOFTWARE VAULT DIAMOND SOFTWARE VAULT EMERALD SOFTWARE VAULT GAMES SOFTWARE VAULT GAMES 2 SOFTWARE VAULT PLATINUM

WORLDS LARGEST CLLCTN

ADMENTINE KID 1

ADVENTURE KID 2 BUBBLEGUM CRISIS SCRNSVR CYBERCITY ODEO 1 CYRERCITY ODEO 2 \$24 CYBERCITY ODEO 3 LA RULE GIRL 2 PROJECT A-KO SCREENSAVER RANIMA 1/2 SCREENSAVER RECORD OF LODOSS WAR V. 1 RECORD OF LODOSS WAR V 2 \$24 RECORD OF LODOSS WAR V 3 \$24

DECORD OF LODOSS WAR VIA \$24 UROTSUKIDOJI III 2 UROTSUKIDOJI III 3 UROTSUKIDOJI I 3 PACK

KIDS

RUFFS BONE READER RABBIT 1 DELUXE JUST GRANDMA AND ME ARTHURS TEACHER TROUBLE OR SHESS ARC FISHER-PRICE SINGALONG TRAVEL RAMA OCEAN ZOO EXPLORES

BUSTY BABES 3 CALIFORNIA BEAUTIES CYBERSTRIP POKER DANISH FANTASIES DEEP THROAT GIRLS DEEP THROAT GIRLS 2 DIGITAL DREAMS I DIRTY DUO DREAM MACHINE ER IMAGING

ALL NIGHT LONG

AMATEUR PHOTO GALLERY

AMOROUS ASIAN GIRLS

ARCUS SAMPLER ASIAN FANTASY GIRLS

EROTIC ILLUSIONS SAMPLER FANTASY LEESTYLES FORBIDDEN PLEASURES GIRLS IN VIVID I

KEYHOLE FANTASIES II MADAMS FAMILY MY PRIVATE COLLECTION I NEW WAVE HOOKERS 2 NIGHT WATC ORIENTAL BABES ORIENTAL FANTASY PENTHOUSE SELECT A PET 2 PHOTO GALLERY
PIXIS ADULT SAMPLER PLAYROY SOREEN SAVER PLEASURE ZONES POKER PARTY PRIVATE LINE SEYMOUR BUTTS 2 SPACE SIRENS 2 SWEET CHEEKS SWIMSUIT AND LINGERIE T&A TO THE MAX TOKYO NIGHTHES

IMMORAL COMBAT

\$43 \$19 \$39

WE WILL MEET OR BEAT ANY PRICE IN THIS PUBLICATION!

VER 1400 U.S. orders \$5 Shipping for entire order, \$10 UPS 2-day, \$18 UPS overnigh

OVER 1000 NEW CD-ROM TITLES UNDER \$301

TRADE-IN YOUR USED CD'S TO US FOR CREDIT TOWARDS NEW TITLES!

National CD-ROM • 800-237-6613 • 11005 Indian Trail Suite 101-A Dallas, Texas 75229

ing. However, I have yet to witness any proof that the fillm-making community has realized exactly what is going on in computer entertainment. Software developers, like kids in a candy store, find themselves so thrilled with the new technology that they don't realize that they have no idea how to direct an actor or where to place the camera.

Take Under A Killing Moon, for example. I realize I'm in the minority, but I found this game truly laughable. If you went to the movies and saw nothing but wide shots stuck at ninety degree angles around the room, you'd demand your money back.

Chris Roberts directed Wing Commander III with considerably more attention to shot design and pacing. WC3, while not perfect, hints at the possibilities for gaming's future.

The bottom line is that until Hollywood film-making talent (not just Hollywood money) becomes part of the creative process in game development, we'll be stuck with games directed by techno-heads instead of film-makers. It's not enough to have a couple of stars in front of the camera, we need film-making talent behind the camera as well.

Sincerely, Rob Morton via AOL

We agree, Rob — but only up to a point. The liveaction sequences in most of today's games leave a lot to be desired. They're plaqued by poor directing and just plain bad acting, and they could definitely use an infusion of film-trained talent. But we shudder to think what PC gaming would be like if Hollywood really took over the industry. Film and games are two extremely different things, and that's exactly how it should be — the more you do to make a game feel like a movie, the less like a game it will be. That's the lesson that really needs to be learned here.

## R.I.P. RPGs?

#### Dear PC Gamer,

While reading Trent C. Ward's article "The RPG Wars Rage On" in your October '95 issue, I was pleased to note that he mentioned my favorite RPG: Phantasy Star, on the old Sega 8-bit system. It had a great story, was challenging but not impossible, and had a great ending. None of the RPGs on the 16-bit Genesis even came close to the quality of that game.

Because of this, I turned to PC-based RPGs hoping to find the quality that Phantasy Star had. I bought Crusaders of the Dark Savant and Ultima Underworld for \$9 each — wow, what a bargain! Here were equals to Phantasy Star. As for the newer games, they just don't have that magic that transports you into another



Computer roleplaying may be on its last legs, but a few excellent new titles — including Bethesda's Daggerfall — should revive it.

world. Oh sure, Eider Scrolls, Betrayal at Krondor, and Dungeon Master II are decent RPGs, but not great ones.

Are RPGs dead? I think so. I don't think we'll see something like *Phantasy Star* again. I saw it all happen before in the Sega and Nintendo scenario. Let's just hope that there are still some dedicated RPG producers who are still willing to make a great RPG, not one that's all glitz and fluff.

Your Sincerely, David Mayrs North Vancouver, B.C., Canada

As a matter of fact, there are some very dedicated RPG producers in the industry. As you read this, you're probably seeing the latest fruits of their labor: Bethesde Softworks' second Elder Scrolls game, Daggerfall, is in the works as we go to press, and so is an enhanced version of Crusaders. Roleplaying is not dead; it may be coming out of an extended illness, but we think RPGs are on their way back in a big way.

### Where Are the Colors?

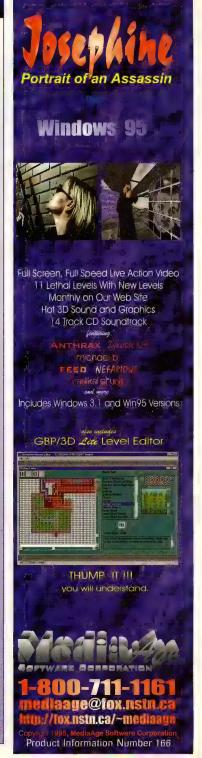
#### Dear PC Gamer,

For what seems like years now, PC video hardware has outgrown good old VGA, with its 256 (8-bit) colors. Why is it that virtually no PC game software takes advantage of today's wider range of colors? It stands to reason that using more colors (such as "hi-color" 16-bit mode) would result in a tremendous leap in graphic smoothness and sublety. Further, games have been directly supporting specific chipsets (e.g., Tseng Labs, S3, etc.) for as long as I can remember, and very fast processors are quickly becoming commonplace. Why the adherence to 8-bit color?

Regards, Neville Chen via AOL

That's a simple one. PC games don't use greater than 8-bit color because it takes so much more horsepower to manipulate 16- and 24-bit images. Sure, Mechwarrior 2 would look even more incredible in 65,000 or 16 million colors, but the latest, hottest chip Intel makes might not be powerful enough keep those 'mechs moving smoothly. Look for "hi-color" and "true-color" games in a few years, when really powerful processors are commonplace.

PCG





Sponsored by:



SANCTUARY WOODS

# t's good to be king...

## ... and it's a real blast to be king of the jungle.

S anctuary Woods' Wolf was one of the most innovative and entertain-ing games of last year, and its sequel ing games of last year, and its sequel promises to be even befor. The seconditie in the Predator Series is Lion, a mo of action, simulation, and roleplaying that gives you a fascinating look at the world's biggest cats. You can play 20 mission-based scenarios, stalking prevand evading predators as any one of 2 different lions, each with its own strengths and weaknesses—and if you're not careful you just have learn you're not careful, you just may learn something about these majestic, deadly beasts. (For more about *Lion*, visit Sanctuary Woods on the World Wide Web at

tuary wooss on the World Wide web at intra//www.sanctuary.com).
Of course, you may want to study use the property of course, you may want to study use paws. That's why we're joining forces with Sanctuary Woods to take one lucky generation of the property of the world Africa USA for a close-up look at these heautiful and make—not to mention a whole menagerie of their royal subjects. But wait — that's not all! Here's how the prizes shake down:



#### One First Prize:

Round-trip tickets for two to San Francisco
Two tickets to Marine World Africa USA
Two nights accommodations
\$250 spending cash
£ion CD-ROM games

10 Second Prizes Low CD ROM



#### 25 Third Prizes:

A limited suffice Lize was: (Stock- and water-resistant) for better maneuvering account the jumple.

of write your name and address on a posses of no energy perparate plants), and send it in

Samer Lion Consul P.O. Box 4468 Larangame, CA 94011 S.A.,

a fl accept your emises until lim it to it in we'll claw through an and draw the winners are at random. Enter foday, and you might his some face-to-face with sharts, koales trens killer wheles — oh, and floor, books



Product Information Number 115

CD ROMS at the Lowest Prices

#### 600+ TITLES IN STOCK 101 of the Best Games 3 ......\$17 Phantasmagoria (7 CDs).....\$ 54 7th Guest (2 CDs)...... 19 Quick & Easy Spanish ...... 18 Rise of the Triad ..... Aces of the Deep ...... Carmen San Diego Deluxe...... 19 Sam & Max (w/ hint book)........ 25 Great Naval Battles 3 ......21 Star Trail ..... Letters & Numbers (kid) ............ 16 Terminal Velocity .......

Adult Titles (300+ titles in stock)

Tokyo Glamour Girls (pic)......\$ 29 Space Sirens 2 (interact)........... 38

Virtual Valerie 2 (interact)....... 43

Intel Pentium 100

DOLAND COMPUTER Orders Call 1-800-607-4677 Fax Orders: (619) 278-3870 S+H \$5 per order. Resellers Welcome.

Product Information Number 122

#### SOFTWARE WORLD

Intel Pentium 100 8Mb RAM 850Mb Hard Drive 1.44 3.5" Floppy Drive PCI 1Mb Video Card PCI IDE Control 14" SVGA .28DP Monitor 101 Key Keyboard Microsoft Mouse Quad Speed CD-ROM Sound Blaster 16 Speakers, CD Bundle F-16 FLCS, F-16 TQS US Navy Fighters, Falcon Gold, Windows 95

\$2514.00

Linux (4 CDs) NEW ...... 19 Marine Fighters ...... 29

Nascar Racing ...... 25

850Mb Hard Drive 1.44 3.5" Floppy Drive 1x32 4Mb Simm PCI 1Mb Video Card \$150 00 PCI IDE Control Ouad Speed cd-rom 14" SVGA .28DP Monitor \$165.00 101 Key Keyboard Voice/Data/Fax Microsoft Mouse \$65 00 Ouad Speed CD-ROM 1 2 GIG Hard Drive Sound Blaster 16 \$275 00 Speakers, CD Bundle Pentium 75 System NASCAR Racing, Track \$1824.00 Pack, Windows 95

800-210-2182

Formula T1 Driving Sys. 423-543-2772 \$2410.00 211 W. Elk Ave., Elizabethton, TN 37643 We Accept VISA/MC/Discovery

Product Information Number 219

#### Are You Tired of Listening to **Dull, Inadequate FM Sound?**

Upgrade your FM sound card to Wave-Table Sounds!

32 Polyphonics Voices at 44.1 Khz 1MB Sound ROM, compressed from 4MB samples General MIDI compatible:

- \* 128 Instruments
- \* 51 Standard Drum Set
- \* 40 GS Power Drum Set

SoundField 3-D Surround Sound The Fat Man Seal

Five Year Warranty Available for Intel Aladdin or Endeavor Motherboards



**Special Limited Time Introductory Price:** 

\$49.95

30 Day Money Back Guarantee! Call (510) 226-7668 to ORDER TODAY! Credit Cards accepted. Star Multimedia Corp. Fremont, CA 94539

Product Information Number 233

FREE SHIPPING ON ORDERS OVER \$100

NOTE: IBM DOS CD-ROM UNLESS OTHERWISE NOTED WIN95 = COMPAT W/WINDOWS 95

CALL FOR FREE CATALOGUE						
TTH HOUR \$	56	HIGH OCTANE	STAR RANGERS 46			
CES OF THE DEEP	28	HYPER 3D PINBALL 35	STEEL PANTHERS 40			
		IN THE FIRST DEGREE . 48				
LONE IN THE DARK 3	46	INCREDIBLE MACHINE 2 35	SYSTEM SHOCK 49			
NPACHE	48	INDY CAR RACING 2 49 LANDS OF LORE 30	TERMINAL VELOCITY 37			
SCENDANCY	44	LANDS OF LORE 30	THEXDER 48			
BATMAN FOREVER	43	LODE RUNNER LEGEND RET 41	THUNDERSCAPE 44			
		LORDS OF MIDNIGHT 38				
		LOST ADMIRAL 2 40	TOP GUN 44			
		LOST TREAS /INFOCOM 28				
		MAGIC CARPET 2 46				
		MECHWARRIOR 2 51				
		MONTY PYTHON 47				
CHESS MASTER 4000		MORTAL COMBAT 2 44				
		NASCAR RACING49				
CRUSADER NO REMORSE		PANZER GENERAL 41				
DESCENT 2		PGA TOJR 96 46				
JNGEON MASTER 2		PINBALL 200014				
OUST, THE WIRED WEST		PITFALL MAYAN ADV WIN95 . 42	WE ACCEPT VISA, MASTER CARD,			
ARTH SIEGE 35	45	POLICE QUEST 5 49	D.SCOVER, AMEX MAKE CHECKS			
CSTATICA . EXPLORATION FADE TO BLACK	38	POLICE QUEST 5 49 PHANTASMAGORIA 56 PRIMAL RAGE 45 PRISONER OF ICE 44	PAYABLE TO OCEAN SOFTWARE OF			
XPLORATION	46	PRIMAL RAGE 45	SARASOTA, INC., FLOR DA RES DENTS ADD SALES TAX, ADD \$5.			
ADE TO BLACK	49	PRISONER OF ICE 44	SHIPPING AND HANDLING MAIN-			
OOTBALL 96		QJARTERBACK ATTACK 47	LAND U.S., ALL OTHERS CALL FOR			
ULL THROTTLE		QUEST FOR GLORY 4 35 44				
		RELENTLESS/TW XSENS ADV 45	NOTICE DETRIBNE DECURRE ALL			
SABRIEL KNIGHT	42	SAVAGE WARRIORS . 24 S LENT HUNTER 33	THORIZATION # CALL 941-923-			
HARPOON 2	42	S LENT HJNTER 33	1998 FOR NEORMATION			

#### TO ORDER,

QUESTIONS: 1-941-923-1998 FAX ORDERS: 1-941-925-7614 RED ZONE/OCEAN SOFTWARE • 4023 SAWYER RD., SUITE 103 • SARASOTA, FL 34233



# COMPUTER AN

COMPUTER AIDED DESIGN · ANIMATION TECHNOLOGY · ELECTRONIC IMAGING

- Two-vear comprehensive program
- Housing
- Employment assistance
- Financial aid to those who qualify
- Call for information or to arrange your visit
- Inquire about video, commercial art and other career preparation

CALL TODAY! CLASSES START JULY 10.

(800) 275-2470

#### THE ART INSTITUTE OF PITTSBURGH® 526 PENN AVENUE, PITTSBURGH, PA 15222-3269

Product Information Number 94

## LOW OVERHEAD MEANS LOW DOWN DEALS

ACER OUAD CD-ROM DRIVE 195ms only \$159.77

RAM 4 MB 72pin 70ns \$149.77

8 MB 72pin 70ns \$295.77 HARD DRIVES

850 MB CONNER 12ms \$209.77 1.2 GIG CONNER 12ms \$269.77
HARDWARE CALL FOR OUR

SIG SHIPPING FREE CATALOG 1 -800-7CD

COD'S ADD 57 OR I TOUT I 8-7 SAT.9-1 CLOSED SU WITH OUR ON-LINE CATALOG http://www.moondog-multimedia.com Product Information Number 175

500 Games The Ultimate Shareware Game CD-ROM!

1-810-566-6366

Doom, Rise of the Triad, Bio-Menace, Raptor, Wolfenstein 3D, Sango Fighter, Dark Wolf, the entire Apogee collection and a whole lot more!

Arcade/Action games 138 **Board Games** Card Games 89 **Educational Games** Sports Games

DOOM WADS (Including Clinton and Barney Doom)

Monev-Back Guarantee!

ALL the BEST games | Over Only \$19 1500 DOS & Windows game & game related programs in 29 categories! Point & Click easy DOS or Windows interface Most run or install straight from the CD! P

KINGS QUEST 7\$22 US NAVY FIGHT \$39 PHANTASMGR \$48 WING COMDR 4 \$55

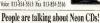
NASCAR \$25 REBEL ASSAULT\$24 FX FIGHTER \$35 TERMINAL VEL \$27

LOTS MORE \$47

ACESof theDEEP\$22 BEAST WITHIN \$47

FINAL UNITY - \$42 ICE & FIRE

Neon Publishing Inc. 14220 Carlson Circle Tampa, FL., 33626 Voice 813-854-5515 Fax 813-854-5516



Neon has really done it's homework, and it shows in the interface really easy-to-use ... David A Wade -- CD-ROM Today We're glad to say, Neon has a classier act superior selection of titles and the best interface. Lauren Willoughby -- PCM Onlin

# CD-ROM ACCESS

12201B Saratoga-Sunnyvale Rd. Saratoga, CA 95070

TEL: (408) 366-6700 FAX: (408) 366-9066

#### Over 2,000 PC & MAC titles in stock, ready to ship, at LOW prices. Call for a FREE catalog.

101 Best Games #3	\$15	New Games for DAZE (2 CDs)	\$15
Aces of the Deep	\$25	NHL Hockey 96	\$42
Across the Rhine		PGA Tour Golf 96	\$42
Apache		Phantasmagoria (7 CDs)	\$46
Casino & Card Games	\$12	Pirates! Gold	\$19
The Civil War	\$39	Relentless	\$29
Command & Conquer (2 CDs)		Sim Isle	\$35
Empire II: Art of War	\$37	Star Trek Next Gen: A Final Unity	\$39
		Ultimate Games #2	\$12
Full Throttle	\$39	US Navy Fighters Gold	\$45
Galaxy of Games		Virtual Pool	\$39
Gone Fishin'	\$39		\$35
Lucas Arts Archives #1			\$79
Magic Carpet 2		4X IDE CD-ROM drives as low as \$	2149
Myst		Sound Blaster 16 or AWE32 \$	
The Need for Speed	\$45	CD-ROM Caddies - Made in Japan .\$	4.50

The World's Largest Selection of Quality CD-ROM Software. 2 Day Air Shipping: \$5.95 Per Order within the Continental US. Worldwide shipping at low rates.

Order Line: 1-800-959-5260 -7 M-F d-5 Sat PST TO A TROUBLE OF THE PROPERTY O

Product Information Number 108

#### SSI'S IBM CD-ROM THE DEFINITIVE WARGAME COLLECTION

This unbelievable CD-ROM bundle is ONLY \$30 and includes 14 games plus over 50 additional scenarios. WCS2: TANKS!, Battles of Napoleon, Sword of Aragon, Warlords. American Civil War I-III, Panzer Battles, Reach for the Stars, Global Domination, DDay, When Two Worlds War, Conquest of Japan, Gold of the Americas.

\$42 Steel Panthers \$39 WCS3: Rifles \$42 Allied General \$45 Silent Hunter \$15 Battles of Napoleon \$15 Gettysburg \$15 Warship \$15 Waterloo \$15 Battle of Antietam \$15 Rebel Charge \$15 Typhoon of Steel \$15 Kampfgruppe \$15 Conflict: Korea \$10 Clash of Steel \$15 President Elect \$10 Pacific War \$15 Conflict: Middle East \$15 Mech Brigade \$15 Stellar Crusade \$10 War in Russia \$15 Shiloh: Grant's Trial \$15 Second Front \$15 Sword Aragon \$10 Carrier Strike \$15 Storm Across Europe \$15 Western Front \$15 Sons of Liberty \$10 Great War \$42 Panthers-Shadows \$42 Tigers on Prowl \$30 Road-Sumpter \$46 Aide de Camp \$32 Custers Last Stand \$20 Defend Alamo \$44 Op. Crusader \$44 Stalingrad

Wargame Construction Set II: Tanks Scenario Disks:

\$15 Disk 1: Eastern Front WWII Battles \$15 Disk 2: France 1940 Battles \$15 Disk 3: Utah and Omaha Variants \$15 Disk 4: Gold, Juno, Sword, Caen \$15 Disk 5: \$t. Vith/KG Peiper \$15 Disk 6: Desert Storm Battles \$15 Disk 8: Bulge: Bastogne Dec. 1944 \$15 Disk 7: Sicily/Kasserine Pass \$15 Disk 9: North Africa Battles 1 \$15 Disk 10 Remagen Bridge/Singling \$15 Disk 11: Battles for France \$15 Disk 12: Arab/Israeli 1973 Battles 1

\$15 Disk 13; Arab/Israeli 1973 Battles 2 \$15 Disk 14; North Africa Battles 2 \$15 Disk 21: 1st US Arm Cav Mod. DB \$15 Disk 15: Vietnam Battles

\$20 Battlefield Tactics of the 20th Century Manual: Tactical 3-Ring Binder 80-90 page manual. Updates with historical OB, commentary, doctrine coming later in 1995-96. \$25 Great Naval Battles I plus 3 Scenario Disks \$15 Pacific War Editor with v. 1.22

\$10 TANKS! Modern Database \$15 TANKS! Ultra Modern Database with scenarios \$3 TANKS! Brand New Version 1.30 having significant changes to the game system!!

\$10 Mo' Slo Disk allows you to slow down fast computers to play older games We carry Scenario Disks for Battles of Napoleon, TANKS!, Steel Panthers, Rifles

All of the games above are in IBM format Ask us about our special offers and discounts. Add \$4.50 Shipping. CA add 7.25% tax. NOVASTAR GAME CO.

PO Box 1813, Rocklin CA 95677

Accept Visa, M/C, Checks, Money Orders (916) 624-7113 • Fax (916) 630-1009 Product Information Number 181

Hours: 8:00 am to 5:00 pm PST M-F

#### FREE CD-ROM Titles \* & Catalog

(Choose Any 3 CD Titles & Get a Selected Title for FREE)\* Best Price in Town & No Used CD, CALL NOW 1-800-386-3388

Apache (NEW)

Clipart & Font .

F-14 Fleet Defender

FX Fighter (NEWII).....

Great Naval Battle 3...

Grolier's Ency '95.... Heretic + Accesories.

Flight Unlimited

Dawn Patrol Desert Strike



Marine Fighter (NEW!!).... 25 Mech Warnor (NEWII) . . 43 Menzoberranzan MM US /or World History... Carmen San Diego Deluxe 18 Chaos Control (NEWII)..... 28 Monty Python (Hot!!)..... 29 MS Bookshelf '95 NEW... 35

Chessmaster 4000 Turbo., 14 MS Encarta '95 Nascar Racing (HOT!!)... 25 NBA Live by EA Sports. 39 Dark Forces (Hottest!!).... 44 New Kids on the Block . Doom Fever+Doom II Acc. 10 NHL Hockey '96 (NEWII) 39 Novastorm /or Outpost..... 18 Dragon Lore ( 2 CD Sets).. 18 Panzer General. PGA Golf '96 (NEWII).. Phantasmahoria (7CDs). 47 Pinball Crystal Calibum.... 16 Precision Street Mapping. 39 Ravenioft II (NEWII)...

EarthSiege (NEWII).......... 29 Fade to Black (NEWII)..... 39 Full Throttle (Hottestil).... 44 Rebel Assault ... .... Renegade. Rise of the Robots Rise of Triads(Special)... 19 



HANTASMAUDRIA

pecial for \$16.99 Simcity 2000 (Special) .. 20 Snoopy's Math Snoopy's Spelling... Space Ace (Hot!!). Space Pirate (Shooting) Strike Commander 19 Terminal Velocity(Hotil). 23 Terminator II Chess...... 10 Tuneland ..... Under a Killing Moon... US Navy Fighter ... . US or World Atlas 5 0.

USS Ticonderoga...... 19 Webster's Inter Ency'95. 19

We Got the Latest Selection & the Lowest Price on Adult Titles Dirty Debutantes 2 (NEW) 29 Dream Machine Interactiv 29 Night Watch 2 Interactiv 29 Virtual Valerie 2 (NEWII) 39 Virtual Las Vegas Night 29 Space Siren 2 (NEWII) 39 Orental Babes/Grantasy 15 Seymore 8 Pak (NEWII) 39 Virtual Los Vegas Night 29 (NEWII) 39 (NEWII) 39

S+H \$5 per order / COD+\$4 / 2-day+\$5 / Next Day+\$15 ailability subject to change without notice. Not Responsible for Type Errors Multimedia Depot, Inc. Fax Orders: (408) 654-7688. 800+CD Titles In Stock

Product Information Number 114

KCI	F.O.Box 22091 Sall Flaticisco, CA.94122				
Tel:(800)81	1 110			Fax: (415) 664-0	ieea
161.(800/81	1-110	CD Games	5	1 4,4.(110,001	,,,,,,,
11th Hour	\$54.98	Jagged Alliance	\$44.98	Pitfall - Mayan Adventure -	\$44.98
Alien Logic	\$14.98	Johnny Mnemonic	\$39.98	Panzer General	\$14.98
Apache	\$39.98	Jammit	\$11.98	Pinball Mania	\$32.98
Attack Games	\$39 98	King's Quest 7	\$19 98	Rise of the Robots	\$18.98
BioForge	\$38.98	Kingdom the Far Reaches	\$36.98	Rebel Assault	\$29.98
Bloodwings	\$39.98	Last Bounty Hunter	\$24.98	Renegade : Jacob Star	\$19.98
Bodyworks	\$14.98	Lattle Divil	\$19 98	Star Trail Realms of Arkama	\$38 98
Battle Beast	\$39 98	Lucas Archives Vol. 1	\$26.98	Space Quest 6	\$41.98
Combat Air Patrol	\$38.98	Lost Eden	\$37.98	SuperStreetFighter II Turbo	\$32.98
Command & Conquer	\$39.98	Lords of the Midnight	\$48.98	Savage Warrior	\$29.98
Crystal Caliburn	\$14.98	Lemmings Chronicles	\$19 98	Slipstream 5000	\$29.98
C.E.O.	\$44.98	Last Dynasty	\$27 98	Star Treh - Final Unity	\$38 98
Crusader No Remorse	\$47.98	Linux (4CD's)	\$17.98	Space Ace CD-ROM	\$19.98
Dawn Patrol	\$19.98	Mad Dog McCree	\$14.98	SuperKarts	\$29.98
Daedalus Encounter	\$44,98	Magac Carpet Plus	\$39 98	SımTower	\$38 98
Dark Forces	\$44.98	Mech Warrior II	\$44 98	Sam & Max	\$19.98
Dig	\$39.98	Mirage	\$39 98	Seawolf	\$22.98
Dream Web	\$19 98	Marine Fighters	\$28 98	TieFighter	\$38.98
Full Throttle	\$44.98	Magic Carpet 2	\$39.98	Top Gun	\$38 98
Frankenstein	\$44.98	Need for Speed	\$39.98	Terror from the Deep	\$39.98
FX Fighter	\$28.98	Nascar plus Track Pack	\$49 98	Unnecessary Roughness '96	Call
Flight Unlimited	\$44.98	NBA Lave 95	\$38.98	US Navy Fighter	\$39.98
Front Lanes	\$29.98	PGA Golf 1996	\$39.98	Ultimate Seven (7 CD's)	\$29.98
Hive	Call	Phantasmagoria	\$48.98	Virtuoso	\$19.98
Hi-Octane	\$44.98	Perfect General II	\$37.98	Virtual Vegas	\$19.98
Iron Assault	\$42.98	Pinball - Take a Break	\$24.98	Wing Commander III	\$38.98
Indy Car Racing	\$28.98	Pinball Fantasies Deluxe		Wing Commander IV	Call
		*** ** ** *** *** *** *** ***			

NECO 4X CDR-511 SCS Creative Laba@ SoundBlaster 16 Bass Creative Labs® SoundBlaster 16 IDE\* \$74.98 NECS SY CDR-512 SCS Creative Labs SoundBlaster 16 MCD SONY® 4X CD-77E IDE \$139 98 Panasonic® 4X CD-574 IDE Creative Labe® SoundBlaster 16 MCD with ASP Creative Labs® SoundBlaster 16 SCSI\*
Creative Labs® SoundBlaster AWE 32 Value MCD\* \$106.98 Tookshaff 5301 4X SCSI \$199.98 Toshiba@ 5302 4X IDE Toshiba@ 3601 4.4X SCSI \$149.98 Creative Labs® SoundBlaster AWE 32 Value IDE\* Creative Labs® SoundBlaster AWE 32 with ASP \$149.98 Tookshoom 6X SCSI Call Teac® 4X CD-ROM \$129.98 Turtle Beach® Monte Carlo 16Bit

Product Information Number 155

Turn your computer into an artistic tool, create images, solve problems,

bring your ideas to life.

2D Animation • 3D Animation • Audio • Video

· Paint · Image Manipulation and more.

1 (800) 592-0700

#### THE ART INSTITUTES INTERNATIONAL

300 SIXTH AVENUE, PITTSBURGH PA 15222-2598

ATLANTA . DALLAS . DENVER . FORT LAUDERDALE . HOUSTON PHILADELPHIA . PHOENIX . PITTSBURGH . SEATTLE

OTHE ART INSTITUTES INTERNATIONAL®, INC., 1995

**Product Information Number 125** SUPERIOR FOOT CONTROL for planes, helicopters, cars!

PERFORMS FLAWLESSLY Changeable joystick WITH ALL COMPUTER supplied by you guarantees a SIMULATIONS perfect calibration every time!

- Authentic rudder motion
- · Driving accelerator/brake simulation
- · Automatic self-centering pedals
- Ergonomically correct foot action for maximum control and comfort
- Realistic progressive spring loading
- · High quality craftsmanship
- · Hi-tech finish
- Pre-assembled

including shipping & handling

Send check or money order to **B&G AMERICAN DREAM Corp.** 

70-B East Jefryn Blvd., Deer Park, NY 11729 Telephone orders: 1-800-276-3973







# modern life essentials





**5HII0** 

# CD-ROMToday

• 50+ hard-hitting reviews of CD titles written by experts

- A monthly CD-ROM packed with interactive demos that let you try before you buy
- · Hands-on coverage of cutting-edge hardware
- No jargon or technobabble

only \$39.95 — I'll save over 50% off

the newsstand price!

Helpful hints on making all this stuff work!

Make CZ-ROM Today an essential part of your life!

Yes!	Send to: CD-ROM Today, PO Bo	x 51478, Boulder, (	CO 80323-1478. Or e	e-mail CDRT@aol.com	news	off the Stand
nat I subscribe to D-ROM Today.	Address				Pric	e!
lease send me a ear's worth	City/State  Payment Enclosed	☐ Visa	☐ MC	Zip AmEx	☐ Bill Me	_
2 magazines and 2 CD-ROMs) for nly \$39.95 — I'll	Credit Card #			Exp. Date	-000	IBE!
ave over 50% off ne newsstand price!	Signature 12 Issues/Canada: \$63.95 US\$ (includes	GST) 12 issues/Foreig	n. \$73 95 pre-paid in U.:	S. funds.	JBSCH	5HII0

To have CD-ROM Today delivered to your door, fill out and mail this coupon, or for faster service call 800-706-9500. We'll deliver CD-ROM Today - one of life's essentials - to your door every month. (Sorry, we can't help you out with the food, clothing, or shelter.)

#### **OVER 500 TITLES** Cleveland, OH. Belle Mead, NJ. AVAILABLE WE WILL BEAT ANY ADVERTISED PRICE

Interactive Dirty Debutan ream Machine Hot Slots eymore Butts 2 Man Parts Mind Teazzer 1, 2

Nightwatch 2

Private Prison

CD-ROM هي ڪ

Movies and Photo CD'S So Many We Can't List Them All. Knowledgeable Staff With All Of Our Titles and Prices. 1-800-883-3494

(216) 942-8555 1-800-883-3494 (908) 359-1788 **Dealers Inquire** 

#### VISA & MC. WELCOME OVER 21 PLEASE Product Information Number 88

We specialize in hard-to-find import protical. Call for a FREE catalog total satisfac One of the hottest inter

INTERACTIVE Seymore Butts II Oriental Action Virgins III Virtual Sex Shoot **Future Kink** reaks of Nature

CLEARANCE SALE Asian Models Wet and Wild, Interactive Sampler. Oriental Interactive Sampler. Onental Fantasy, Oriental Babes, Girls of the Fantasy, Oriental Hot Night I or II, Strang Sun, Oriental Hot Night I or II, Giffy Gold I-III \$29 A Taste of Erotica, Steamy Sex, Biker Babes, Sexual Encounters, Cream Dreams, Pleasure Palace, Fun with T\*ts, Baby's Got Butt. Massive Melons, Asian Palate, Legends of Porn II, Hot Spot Fantasy Tour, Danish Fantasy Tour

PICTURES Sweet Cheeks Celebrity Nudes Adult Photo Library 3

\$15 each or 4 for \$40 500 TITLES IN STOCK P.O. Box 10756, San Bernardino CA 92423 789 All orders shipped 2nd day for \$6 You must state 21 to order 1rs EmpireSoft Online 909.799.3912 Call for directions to our store

545

\$35

532

532

539

\$39

\$28

\$38

545

Product information Number 128

# CD-ROM WE WILL BEAT ANY ADVERTISED PRICE

Dealers Inquire Welcome

Vampire's Kiss

Virtual Vixens urodancer Pleasure Zone

Knowledgeable Staff

1-800-560-5449

L'ELISIR D'AMORE DEMON SCHOOL

\$29 HUNDREDS OF

Seymore 1 and 2 for only

Seymore Buts Bundle \$75

ADULT CARTOONS

Legend of Porn 2, Insatiable, Taste of Erotica

\$23

\$23

Product Information Number 234

#### P.O.Box 22097 San Francisco, CA.94122 Fax: (415) 664-0883 Asian CD's mormal Lady \$19.98 Tel: (800) 811-1181

Maries CD: \$29 98 3 D Darlings \$34 98 Babes Illustrated \$34 98 Bad Girls \$34 98 Channel Blonde \$29 98 College Girls 2 Black Board Jungle ( Cartoon ) Demon School ( Cartoon ) Club Cyberlesque Cyberstnp Poker Dream Machine HOT Slots ( Game ) \$19 98 \$29 98 Designer Bodies \$34 98 Dark Tunnels \$29 98 Morphin Babes 2 \$24 98 L'Elisir D'Amore ( Cartoon ) \$16.98 \$34 98 Nasty Neighbor Girls Private Prison \$19.98 Interview \$19 98 \$19 98 \$34.9.8 Penthouse Select A Pet 2
\$34.98 Penthouse Select A Pet 2
\$34.98 Poison
\$34.98 Syy Nurses
\$34.98 Supermodel
\$34.98 Stiletto Puderty Girl Sake Hudani Superstars of Japanese P\*m Penthouse Virtual Photo Shoot \$29.98 Say Club \$29.98 \$19.98 \$19 98 \$29 98 \$29 98 \$19.98 \$19.98 \$19 98 \$29.98 \$34.98 \$39 98 \$19 98 nurai Pervert Space Sirens Space Sirens 2 \$24.98 Superstars of Japanese P\*rn 2 \$19.98 Summer Passion \$19.98 Straight A's \$19.98 Steal Love \$19.98 Tokyo Glamour Girls \$19.98 Tokyo Nighthfe \$19.98 Wild Jungle

 a' Flavhouse
 \$34 98 | Stilletto
 \$19 98 | Struight A's

 ull Vacn
 \$29 98 | Suste 18
 \$19 98 | Steady A's

 slily Yurus
 \$34 98 | Taboo 12
 \$19 98 | Tolyo Glamour Gurls

 slily Yours 2
 \$34 98 | Tabon 1 troll Bod
 \$19 98 | Tolyo Nghadide

 surver kisss
 \$34 98 | Vicess an rey Bod
 \$19 98 | Tolyo Nghadide
 \$10 C Larsoon 1

 Acopel VISA, MG, AMEX, Discover, Checks and Money Gorders GA, residents add sales for
 Hours + \$30-700 PST Monday - Friday, 11 500-600 PST Saturday, Add \$5 shipping & handilling

**Product Information Number 156** 

100'S of Titles Available enthouse Ph. Shoot 1, 2, 3, 4 The Maxx T&A 6 Pack FAO 6 Pack New Machine 6-Packs 1, 2, 3 Seymore B\*tts 6-Pack Digital Playground 6-Pack RomAntics 6-Pack StarWare 6-Pack nmerhead 17-Pack (Ph.) MisAdy of James Spawn Hollywood Body Double Big B\*\*b Babes Cyberstrip Poker, Blackjack Doors of Passion 2

1336 Moorpark Road,#200 Thousand Oaks, CA 91360

International 1-805 373-6945

Seymore B\*tts 1, 2 Giffy Gold 1, 2 FAO Platinum FAO Gold 3 Pack Peep Show See Some 3 Some Elite Amer Models 1, 2 Elite Euro Models 1, 2 Tabloid Beauties Virtually Yours 1, 2 Penthouse Select-A-Pet 1, 2 Virtual S\*x Shoot

Fantasy Afterdark CD ROMMultimedia

Maddams Family Tokyo Nightlife 1, 2 Spy Club 1, 2 Virtual Vixens Vampire's Kiss Space Sirens 1, 2 Superstars of Japanese P\*rn 2 Tokyo Glamour Girls Asia X

Nightwatch 2 Double Play 1,2 Dirty Debutantes 1, 2 Girls Doin' Girls 1, 2 Texas Table Dance Maddams Family Maddams Family Dream Machino Dream Machine Seymore B\*tts 1, 2 Griffy Gold 1, 2 FAO Gold 3 Pack Peep Show See Some 3 Some Elite Amer Models 1, 2 Elite Euro Models 1, 2 Tabloid Beauties S\*x Tour of Japan All Sales Final

Order 1-800 6161CMS • Fax 1-805 495-3644 BBS Orders • 1-805 373-2965 Shipping • 2nd Day, \$7.25 Next Day, \$13.00 Visa, Mastercard, AmEx, Checks OK

Product Information Number 109

## MEGATREND INC.

### Hot New Romsoft Titles

ADULT CD-ROM TITLES Hot Dog Girls of Florida \$28 Lucious Ladies in Lingerie \$28 Penetration \$20 BABE PATROL \$27 MASSIVE MELONS \$26 Doors of Passion II \$28 SUPER HOT!!!

Interactive ADIILT 6-PACK Best Bang For Your Buck \$49

CD-ROM TITLES - \$19.95 Touch Me... Feel Me - Adult Sensuous Girls in 3-D - Adult Double Down - Adult Internet Experience DeskTop Pub. Dream Disk II

TONS OF GAMES!! HOUSE OF GAMES / Win \$9.95 HOUSE OF GAMES II \$9.95 Credit Correct \$29.95

Multimedia and Adult CD-Rom Titles at the Lowest Prices!!! Free Shipping 2 or more CDs

\$ 32

\$ 29

\$ 29

\$ 31

\$ 33

\$ 31 \$ 28

FREE ACCESS

To Our ADULT BBS With Any

Adult CD-ROM

PURCHASE

LOADS OF

BUY FROM THE BEST 713/338-7662 or 800/480-222

Product Information Number 167

#### Interactive

**VAMPIRES KISS** VIRTUAL VALERIE 2 **DIRTY DEBUTANTS 1** DIRTY DEBUTANTS 2 ASIAN INVASION \$ 39 CYBERSTRIP POKER CYBERSTRIP BLACKJACK \$ 38 \$ 38 HOLLYWOOD BODY DOUBLE \$ 46 SPACE SIRENS 2 AJIA \$ 45 SUPERSTARS OF JAPANESE PORN 2 \$ 47

ORDER ANY 2 TITLES GET A FREE INTERACTIVE SAMPLER

EUROPEAN EROTICA SUPERMODELS GO WILD WOMEN OF MOSCOW SECRETS (OF BEVERLY HILLS)

COLLEGE GIRLS 1 PRINCESS OF PERSIA ASIAN HEAT L.A. STRIPPERS X-RATED BLOOPERS

ORDER ANY 4 TITLES ALSO GET FREE X-RATED BLOOPERS

FAX ORDER 1-310-493-1760 Sorry NO Refunds Over 21 Only Please

Shipping \$7 Overnight

Visa, Mastercard, Discover, Amex Money Orders, Checks (Checks Held for 4 Weeks) Price & Availability Subject To Change



CAT CD-ROM • 11140 Los Alamitos Blvd. • Suite 205 • Los Alamitos, CA 90720

**Product Information Number 107** 

# Next Time in PC Gamer...

To say the least, 1995 has been an eventful year for PC gaming — and for PC Gamer. Next year promises to be even more exciting, so pick up our January issue and help us ring in 1996. We'll start things off with a bang ...



.....

# Special Strategy Section

We're bringing in the experts to give you the hottest hints, tips, and outright cheats for some of the toughest games going. From simulations and wargames to adventures and shoot-'em-ups, whether you need a little assistance or a lot of help, you'll want to be here when Strategy Central threatens to take over the magazine.

3D Lemmings from Psygnosis

Supreme

Warriors

Bad

Moio

# Look out, Falcon 4.0!

We'll also bring you the inside story on the other F-16 simulation, Interactive Magic's follow-up to the Editors' Choice Award-winning Apache. The design team at Digital Integration is going all out on this one, so come with us to North Carolina's fabled Research Triangle for a sneak peek at what promises to be one of 1996's best sims.

## And, of Course ...

All the usual suspects will dress up in their best New Year's finery to bring you the late-breaking news, in-depth game previews, and insightful columns you've come to expect from your friends at PC Gamer. Everything we do is for you, folks, so give our meager existences some meaning by meeting us here in 30 days!

# Reviews

Abuse Entomorph EF2000





Take 2's Millennia: Altered Destinies

PC GAMEK

EDITIA Dan Bennett
ARI URKEUR, S. Carrol Edison
MARKINE STOR Lisa M. Howie
USE EDITIR, Joseph Novicki
DEPUTY EDITIA. Todd Vaughn
SEUBLANTEN, William R. Trotter
SSSIRIA TRATORECOM, Dean H. Renninger
BSSSIRIA DECOUNT. Michael Wolf.

CONTRIBUTING EDITORS:

Heidi Aycock, Charles Brannon, Lee Buchanan, Steve Poole, T. Liam McDonald, Tim Victor, Trent Ward, Scott Wolf

IMAGINE PUBLISHING, INC. CHITCHIN, REL PRODUCTON PRINCING 1350 Old Bayshore Hwy.. Suite 210, Burlingame, CA 94010 Phot. (415) 696-1688

FRX: (415) 696-1678
FROULTION DRECTOR RICHARD Lesovoy
MARKETING CORRESSANDS, Mary Keeney
FROULTION CORRESSANDS, Ken Brandow

NATIONAL ADVENTISING SALES OFFICE, SALES AND CONCURTION, MANAGEMENT 1350 Old Bayshore Hwy.,

Suite 210, Burlingame, CA 94010 Mont (415) 696-1688 Fox (415) 696-1678

PIBLISIEI, Matthew A. Firme
BIDDERISIE MARGER Caroline Simpson-Bint
KEN BUSHESS HANGER Rick Vandervoorn
RCOUNT EEEUTIVE. Robin John Rosales
MARKETRAEE ROUMT MARGER. Emily Wilson
ANYERISMS COMMINISTER, Jessica Rotnicki

SUBSCRIPTIONS DIRECTOR, Gait Egbert
ORECTOR SINGLE COPY SALES, Maryanne Napoli
CRECULATION NABLYST, Doug Haynie

Please send all advertising materials to Ken Brandow; Production Coordinator, PC Gamer, 1350 Old Bayshore Hwy., Suite 210, Bürlingame, CA 94010.

MAGINE PUNLISHING, INC. - CORPONATE PRESIDENT, Chris Anderson

W/FINANCE & CFI



Stearns should've been used to it by now. The North African desert heat, the stinging wind-blown sand, the blinding sun — it was all just ingther day at the office.

another day at the office.
So-why was he so uneasy? What made this
mission any different from all the others?
He glanced at the GPS readout on his
Company-issue wrist communicator. Unless th
satellites were wrong for the first time in histol

Still no sign of trouble, but the hair on Stearns not stood straight up as he checked his weapons. The slienced 9 mm Beretts, the little CAR-15 on it shoulder strap, the flash-bang grenades — they were all right where they belonged. But most important was the spoon.

Steams calmed as he reached into his flat acket and found the spoon. He ran his thumb along its smooth bowl, felt the rough teeth at it

When the terrorist leaders found another undful of their soldiers lying pale and quiet, their arts removed by a blunt instrument, they would low Stearns was back.

TO BE CONTINUED..



Whether you choose ECCO THE DOLPHIN, COMIX ZONE, TOMCAT ALLEY or all three, you can't lose! Because Sega has enhanced these hit games specifically for today's faster PC processors.

Think of it. The speed and quick-response action you love about Sega together with the graphic sophistication of PC software. What could be funner\*?



COMIX ZONE now features lightning-quick arcade-style action, instant installation for instant fighting, as well as great graphies drawn by real comic book artists!



ECCO THE DOLPHIN now offers higher resolution graphics, expanded difficury levels, added video segments and multiple control modes.



FOMCAT ALLEY has a higher video frame rate (20 frames per second), over an hour of near-VHS quality video, plus full-screen video. And, it's joystick-controllable!

\*Yeah, we know "funner" isn't really a word. And "Ecco" and "Comix" aren't spelled that way. But who asked you anyway?

Signs is a registered trademark of SEGA CAMA Yors, including and Toronal Alley are indometric of SEGA 1, 1996 SEGA PQ - Box 0007, Review of City, CA \$4053, All rights reserved.

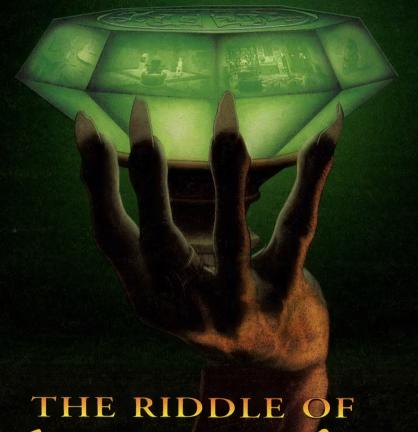


# Are You Ready For The Ultimate Experience?

...see page 19 for details

RIPLEY'S Believe It or Not!

# A two thousand year old mystery riddled with danger.



# THE RIDDLE OF MASTER LU

# Can you unravel it... or will it unravel you?

Are you part detective, part thrill-seeking adventurer? You'd better be! Join Robert Ripley, famed explorer and collector of the bizarre to solve one of the most intriguing true-life mysteries of the ancient world.

Thrust into the year 1936, you uncover a secret plot to

rule the world using an ageold talisman of mystic
power. Now, it's up to you
to stop the sinister plan of
an evil nemesis. But time is
running out! Race to exotic
"...one of those seeming
graphics and story..."

locations, gathering clues to unlock a 2,000 year old riddle. Defy diabolical death traps and solve mystifying puzzles! Can you survive up to 60 hours of incredible globe hopping adventure packed with intrigue and danger?

Explore more than 200 breathtaking and historically detailed environments. Interact with over 40 live video characters. Super VGA graphics, a richly textured sound-track, and breakthrough technology deliver captivating realism like never before... Believe It or Not!® Don't miss out on the adventure of a lifetime! Take the challenge of this revolutionary gaming experience home!

"...one of those seemingly rare adventure games that manages to merge both graphics and story..." - Strategy Plus

"Exotic locales, cliff-hanging situations, fast-paced storytelling, fascinating characters, diabolical puzzles. The Riddle of Master Lu seems to have it all."

— PC Gamer







Available for PC CD-ROM. Coming soon for Macintosh.

Visit us on-line @ http://www.sanctuary.com and find out how you can get a demo of THE RIDDLE OF MASTER LU



woods



RIPLEY'S and BELIEVE IT OR NOT! are registered trademarks of Ripley Entertainment, Inc. SANCTUARY WOODS is a registered trademark and TI RIDDLE OF MASTER LU and the Sanctuary Woods tree logo are trademarks of Sanctuary Woods Multimedia ©1995 Sanctuary Woods Multimedia Product Information Number 203





To initiate choking, tilt victim's head back using heel of foot. Proceed to lodge foot in victim's mouth, removing any excess teeth, as they may impair steps 2, 3, and 4.



ert fist into mouth and probe for bronchial tubes. When found, grab tightly and pull out through nose.





ws to victim's larynx with heel of foot. Note: A pur-h color on victim's face is desired as it indicates that g is not entirely due to foot odor.





If victim is still not choking, turn upside down and shake vigorously until spleen is lodged in throat.

IF VICTIM DOES NOT BEGIN TO CHOKE REPEAT THIS 4-STEP SEQUENCE. DO NOT GIVE UP.



Product Information Number

121













BIMA SAHE



action to ever come out of Hong Kong. The only high-speed fighting game that immerses you in the authentic look, sound,

feel and fury of a classic martial arts film. Using lightning fists, whirling kicks and an arsenal of bone-crushing secret

Practice these moves only in the new Supreme Warrior CD-ROM. Featuring some of the most ass-kicking martial arts

moves, you battle experts in the discipline of Mongolian Boxing, Wu Shu and Kung Fu. Defeat them and you will be a

ed gifts of special moves and powers. Definitely not recommended for the weak of heart.

